機動戦士ガンダム
GUNDAM
逆襲のシャア

MESSAGE

WITH GRATITUDE TO YOU

Original work/Screenplay/Director
Yoshiyuki Tomino

If you are a woman, I want you to understand that this is what men are like.

If you are a man, I tried to portray the naivety of a man with the message that it's okay to be a man and to do your best.

I know that some people will criticize me for being too gender-conscious when I write like this, but this is my honest opinion. If this way of thinking is wrong, please show me something that transcends gender differences and let me learn.

This film was my first time working on a film, so it revealed my own inexperience and the entire staff was too young, so the overall expressive technique was crude, and it's unfortunate that I can't be proud of it when people watch it.

We're professionals, so I shouldn't say this, but I think that our spirit is on par with that of first-class films. We didn't shy away from the difficulties of making a series, and I'm proud of the way we were able to produce such a great film by coming together as a group of inexperienced people.

Most of the young staff members grew up with the previous Gundam and joined the new project. And it is because of you, the people reading this pamphlet, that we were able to make a film like this today. Without you, this film would not have been made.

In that sense, this movie is a true event. Therefore, the true meaning of this movie should be shared not by you, but by the adults who are planning and producing the movie.

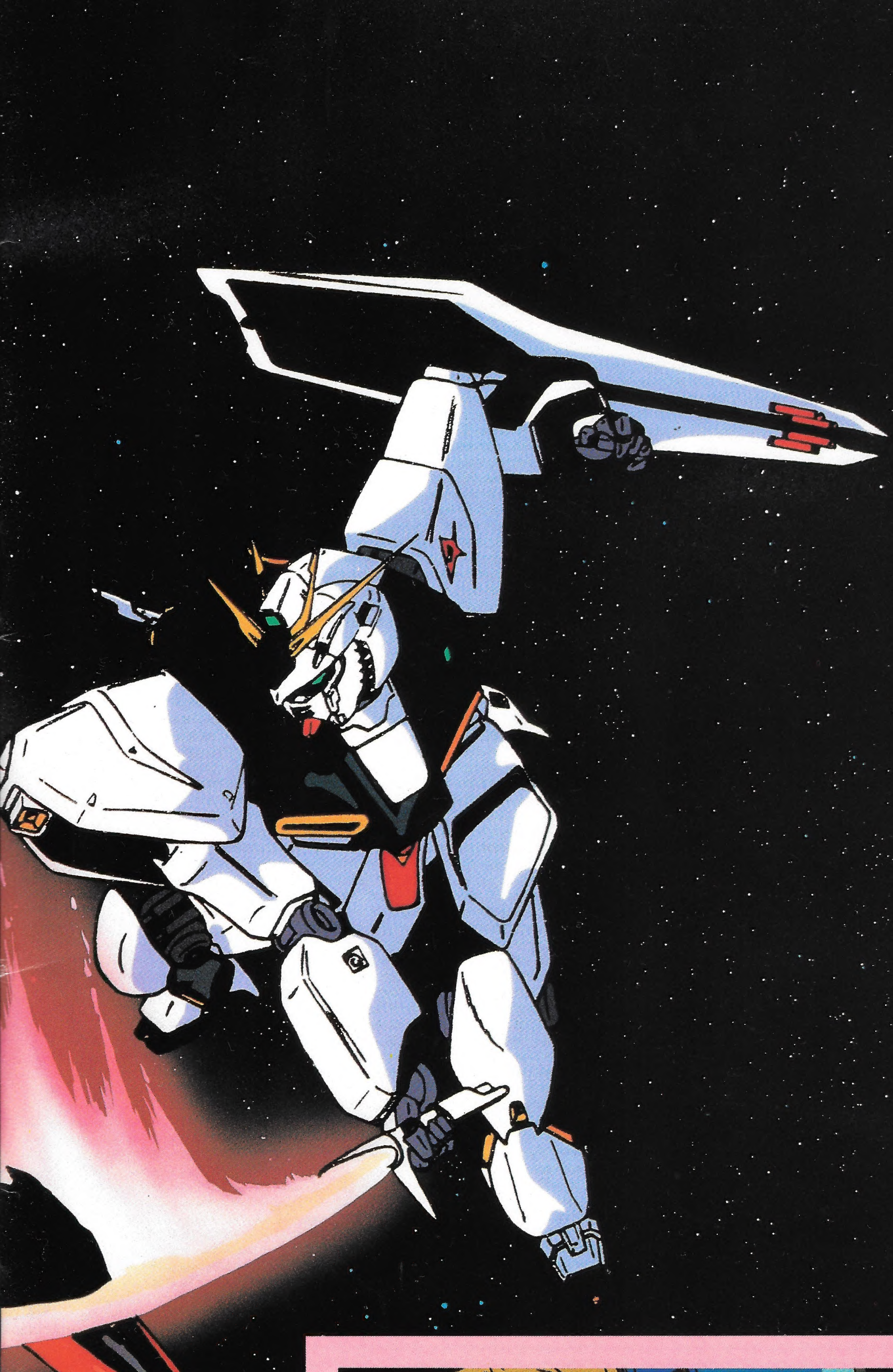
My staff and I tried to make a "film" that would not give in to the emotions of these young people.

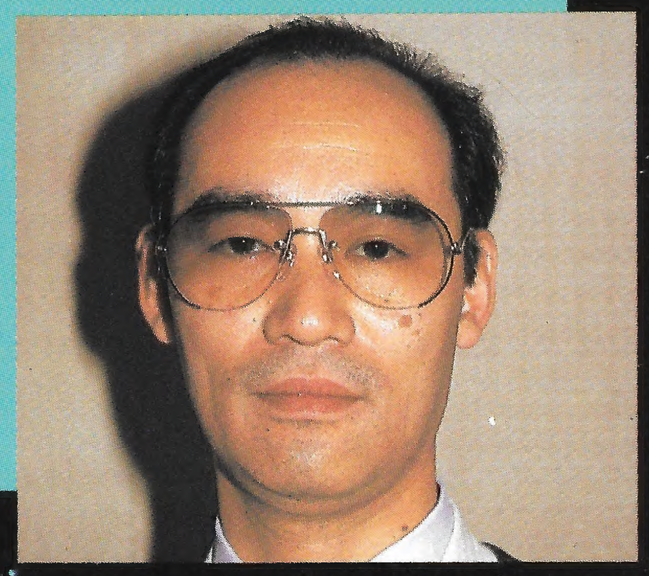
This kind of work must have a simple diagram of an ally and enemy fighting each other. However, Gundam, after the previous movie trilogy, told the story of the friendship between Char and Amuro on TV.

On top of that, the fact that I had to create this story, and in particular the fact that I had to completely discard the image of Char as an enemy but not a villain, were tough conditions for the author. The result was the story we see today.

Of course, all creators hope to be praised, but we also have to acknowledge our own limitations in being able to go as far as this.

However, we are grateful to have been given this opportunity, and we feel that we have given it our all. If there is an opportunity in the future, we would like to say without shame, "We would like to do more films. Is it okay?





PROFILE

Born on November 5, 1941 in Odawara City, Kanagawa Prefecture.

After graduating from Nihon University College of Art, he joined Mushi Productions and directed the TV anime "Astro Boy". After that, he worked at a commercial production company before becoming a freelance director. During that time, he worked as a storyboard artist. He worked on most of the anime works that were being aired at the time, such as "Moomin", "Star of the Giants", and "Dokonjo Gaeru".

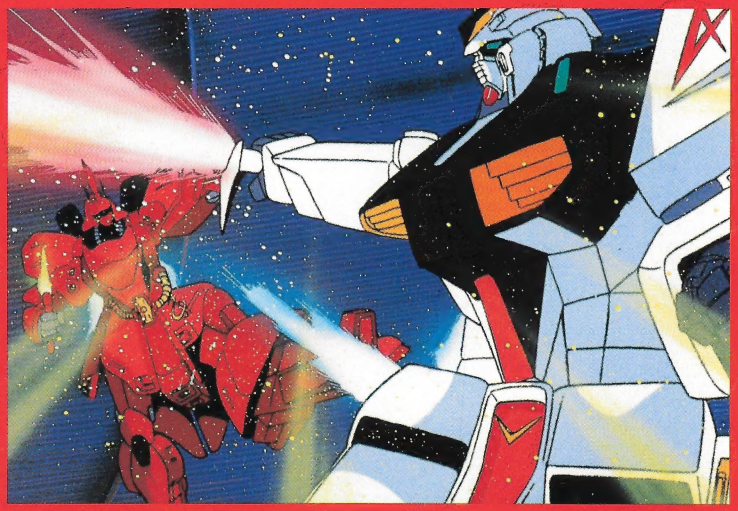
As the first general director of a series, he worked on "Ta-ya" and "Ke-bancho", and then in his third year at Bree, he was made the general director of "Triton of the Sea".

After that, he released "Mobile Suit Gundam," which revolutionized robot anime, shocked the anime world and sparked a social phenomenon known as "Gundam Fever."

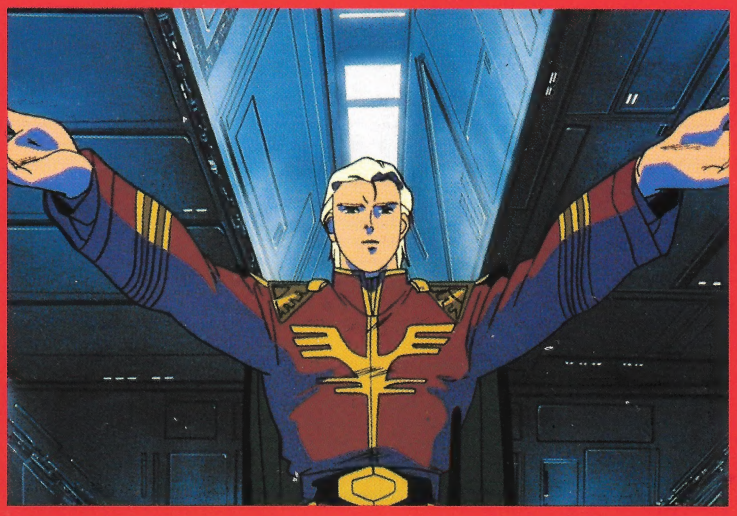
His representative works include "Invincible Super Human Zambot 3", "Invincible Steel Man Daitarn 3", "Mobile Suit Gundam", "Combat Mecha Xabungle", and "Aura Battler Dunbine" (all as TV animation director).

His other works include "Mobile Suit Gundam", "Mobile Suit Gundam II: Soldiers of Sorrow", "Mobile Suit Gundam III: Encounters in Space", "Space Runaway Ideon: Contact Arc, Activation Arc", and "Xabungle Graffiti" (all as theatrical film director).

He is also a writer and has written many works, including "Wings of Lean", "The Tale of FauFau", "The Chronicles of Aura Battler", and "Gaia Gear" (all novels); his autobiography "That's why I am".



INTRODUCTION



Since the TV series began in 1979, "Mobile Suit Gundam" has continued to capture the hearts and inspire dreams of young people of all generations, and has now reached its 10th anniversary since the project began.

During this time, the TV series "Mobile Suit Gundam," "Mobile Suit Zeta Gundam," and "Mobile Suit Gundam ZZ" were produced, and three theatrical films (1980-1981) sparked a "Gundam fever" that attracted a total of 8 million viewers and developed into a social phenomenon. It was a super animation that was at the core of an unprecedented anime boom.

Then, in the spring of 1988, the myth was resurrected!

Mobile Suit Gundam: Char's Counterattack is the first original Gundam film to be released for the theater, bringing together all of Gundam's charms to date and shaking up Japan with incredible emotion and excitement.

Char Aznable, who has revived Neo Zeon, plans to carry out a meteorite drop to purge the Earth's people and the Earth government, which continues to pursue Earth-biased policies even now that humanity has expanded into space. If this plan is carried out, the Earth will enter a terrifying ice age and become an uninhabitable, dead planet.

To thwart Char's ambitions, Amuro takes on the final battle with the newly developed v (Nu) Gundam!

In addition to the thrilling mobile suit battles that unfold in the vast universe, and the fascinating mobile suits, mecha, and new characters that incorporate new ideas, the story also features the heated battles between men of destiny.

This work depicts the shocking conclusion of the two arch enemies who have supported the Gundam Saga, Amuro Ray and Char Aznable.

The ending in particular was fitting as a grand finale to the fateful battle, with the dazzling rays of the aurora against the backdrop of the Earth creating a magnificent spectacle that pierced the hearts of viewers, making for an intense, beautiful, and spectacular ending.

This is an unprecedented major event that will move the hearts of viewers and unfold on the big screen...!!

Furthermore, we cannot forget the brilliant Mega Mobile Suits (MS), which give breadth and depth to this "Gundam Saga." After the changes from the original Gundam, Gundam MK-II, Z Gundam, and ZZ Gundam, the shocking "v (Nu) Gundam" has now appeared. It is getting closer to being the ultimate MS. And to compete with it, a group of enemy MS with various designs appear. There is a wide variety, including the red MS Char pilots, the Sazabi, as well as the Jagd Doga and Geara Doga. These fascinating mecha will make a spectacular appearance over the course of 10 years.

The original story, script, and direction are by Yoshiyuki Tomino, who has supported the "Gundam Saga" and is truly its creator. The staff includes young, talented members who grew up watching "Gundam," such as Hiroyuki Kitazume (character design), Hidetoshi Omori (animation director), Shigemi Ikeda (art director), and Yutaka Izubuchi (MS designer), who have contributed to creating a groundbreaking visual experience.

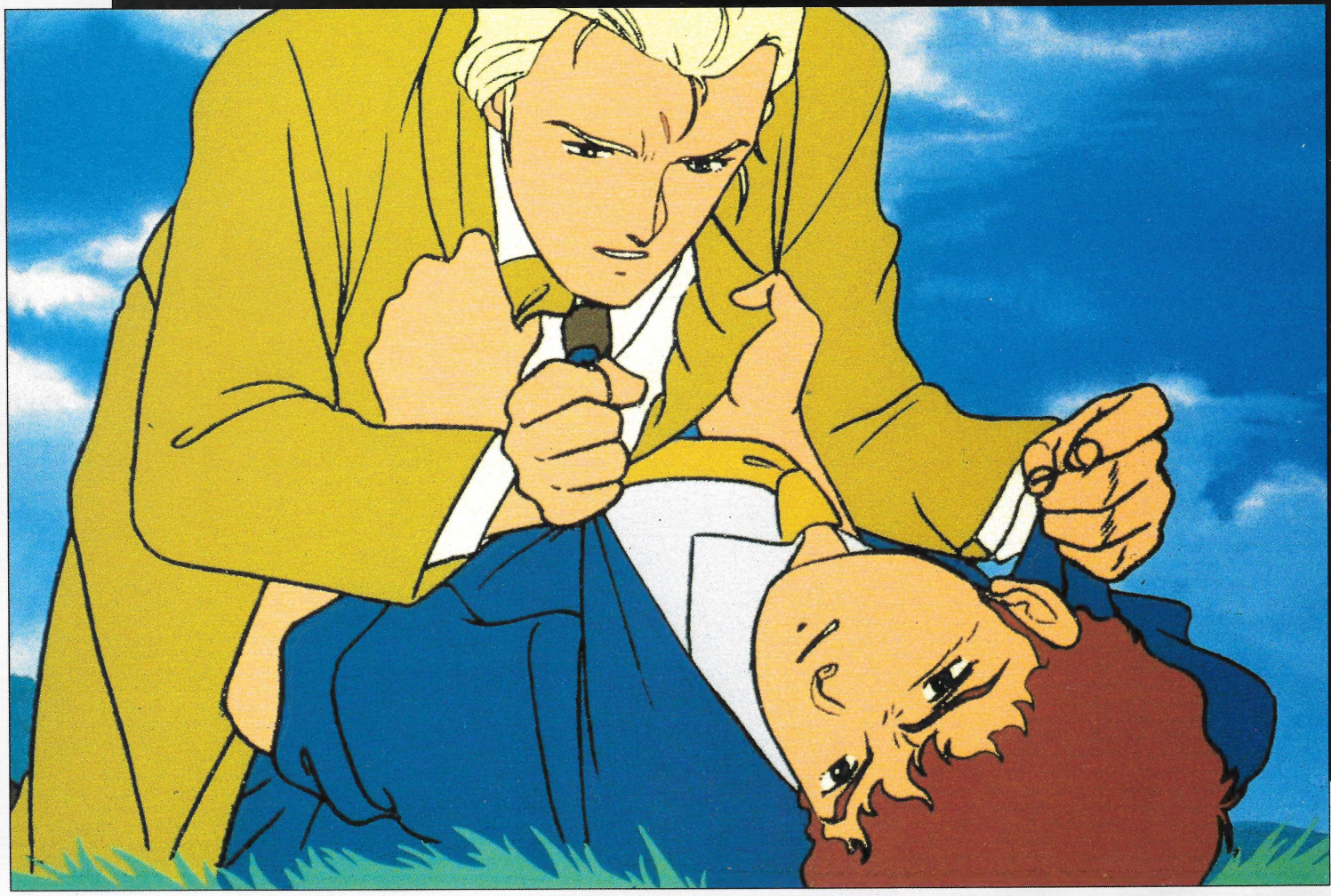
The music for Gundam, which colors the vast universe, was composed by popular composer Shigeaki Saegusa. Another thing to look forward to is that the theme song will be sung by the group TM Network, which is extremely popular among young people today.

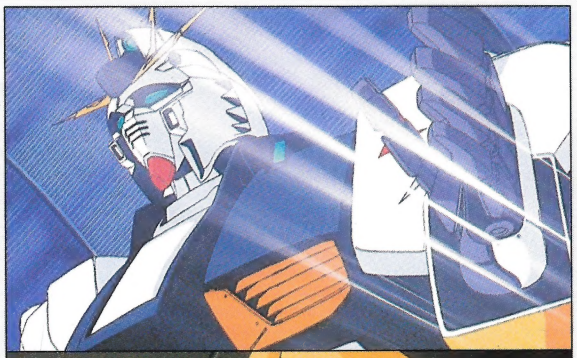
The voice actors include the main characters Furuya Toru (Amuro) and Ikeda Shuichi (Char), as well as familiar members from the previous film such as Suzuoki Hirotaka (Bright), Shiraishi Fuyumi (Mirai), and Han Keiko (Lalah), as well as up-and-coming newcomers such as Kawamura Maria (Quess), who played Beltorchika Irma in "ZZ," Yayoi Mitsuki (Chan), who made her debut in "The Wings of Honneamise," Yamadera Koichi (Gyunei) from "Megazone 23," newcomer Sasaki Nozomu (Hathaway), and Sakakibara Yoshiko (Nanai), who played Haman in Gundam's "Z" and "ZZ." This cast is building a new generation of "Gundam."

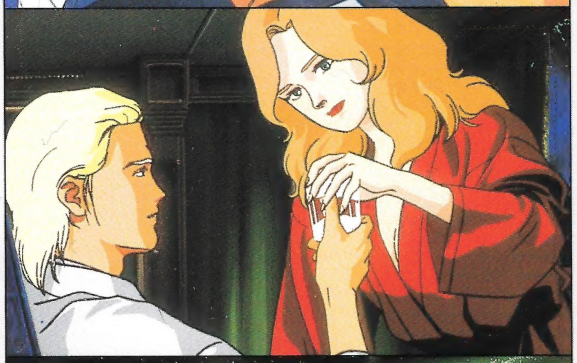
Mobile Suit Gundam: Char's Counterattack, the first original theatrical production, is a major animated visual event on a grand scale and packed with excitement.

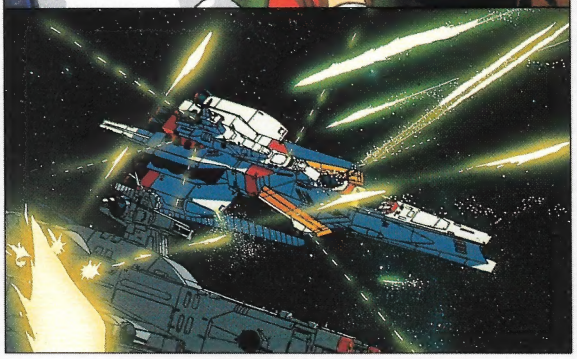
You still don't know the real "Gundam"!

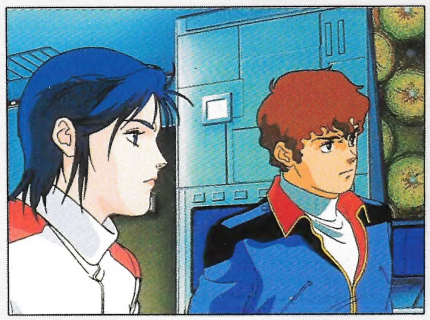
(1988/Dolby Stereo)

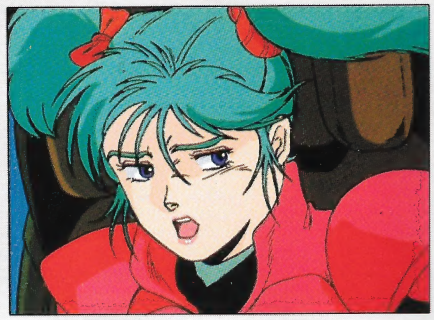






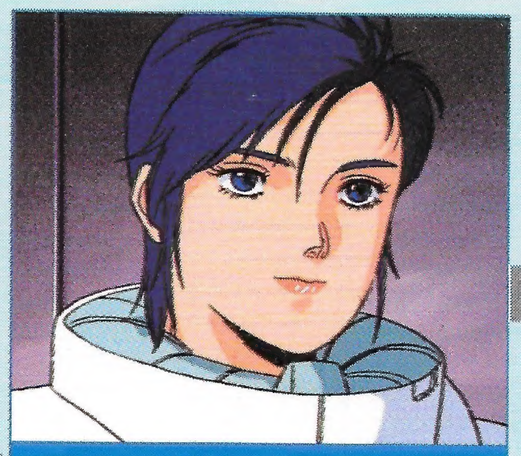






Earth Federation Forces

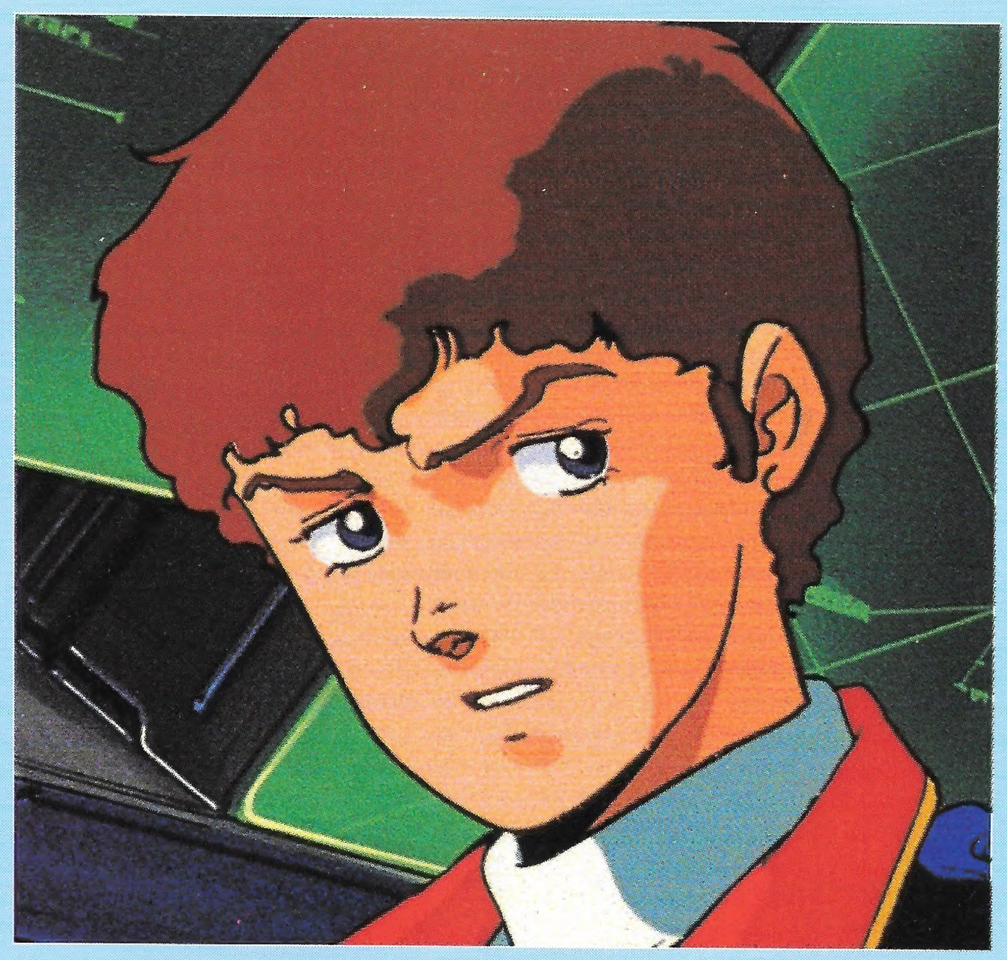
MAIN CHA
R E L A



Chan Agi

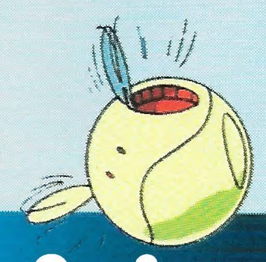
A technical officer and mechanic in the Federation Army, she holds the rank of warrant officer and is in a leading role in the Nu Gundam development project.
She is attracted to Amuro Ray, the pilot of the Nu Gundam.

Lovers



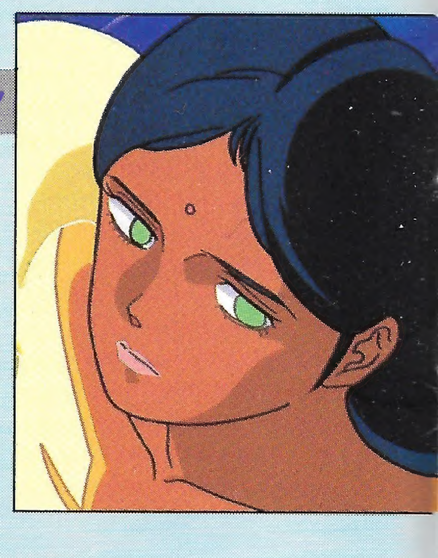
Amuro Ray

During the One Year War, he awakened as a Newtype and piloted the Gundam (RX-78) to fight against the Zeon forces. He is currently a captain in the Earth Federation Forces and a pilot of the Ra Cailum, the flagship of the Londo Bell unit led by Bright Noa. He pilots the v (Nu) Gundam to face Char, who has launched an attack on Earth and is claiming to be the leader of Neo Zeon, in a final battle.



Nem

Empathy



- **Meran**
  First officer of the Ra Cailum
- **Tooth**
  Pilot of the Ra Cailum

Old Fiancé

Friend

Cameron Bloom

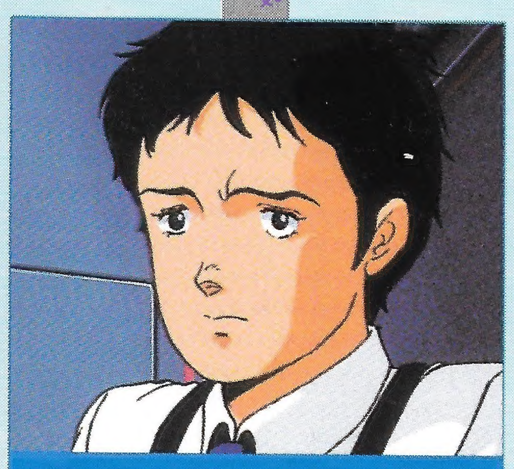
A representative of the Government Accounting Audit Bureau, he attends the peace negotiations between Adenauer and Char, but learns the truth hidden behind them and tells Bright.
He was once engaged to his childhood friend, Mirai Yashima.

Mirai Noa

Her maiden name was Mirai Yashima. During the One Year War, she served as the helmsman on the White Base and supported the crew as a mother figure. She is now Mrs. Bright Noa and the mother of Hathaway and Cheimin.
When Char drops the asteroid, she attempts to escape, but remains on Earth with Cheimin.

Parent & Child

Parent & Child



Hathaway Noa

He is the son of Bright Noa, the captain of the Ra Cailum. He meets and is drawn to Quess on a shuttle en route to the space colony "Londenion" on Side 1. Although he is naive, he also has a cunning side, and is a boy who knows how adults view children.

Bright Noa

During the One Year War, he fought alongside Amuro, and always served as captain of battleships equipped with Gundams, including the White Base in Gundam, the Argama in Zeta Gundam, and the Nahel Argama in Gundam ZZ. As a good boss and friend to Amuro, he is currently a colonel in the Federation Forces, serving as captain of the Londo Bell flagship, the Ra Cailum.

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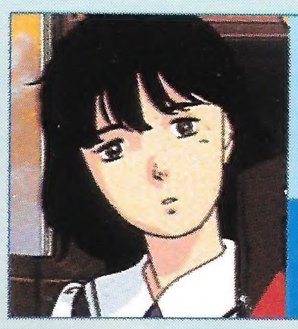


Hathaway's younger sister by two years. She remains on Earth with her mother, Mirai, and worries about the safety of her father, Bright, and her older brother, Hathaway.

Cheimin Noa

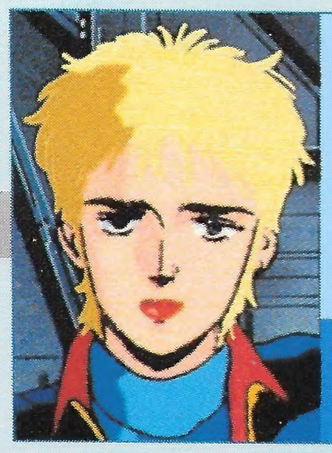
Subordinate

- **October**
  He is an engineer at Anaheim Electronics, a military conglomerate located in Von Braun City in the month of August, and the person in charge of developing the Nu Gundam.

The chief mechanic of the Ra Cailum. He has the complete trust of the crew. He is also Kayra Su's lover (a character from "Z Gundam")

Astonaige Medoz

Lovers



An Earth Federation Forces mobile suit pilot. She holds the rank of lieutenant and is the commander of a Jegan unit. She sorties in the Re-GZ to stop Axis, but is captured by Gyunei's Jagd Doga and dies a tragic death right in front of Amuro.

Kayra Su

ARACTERS
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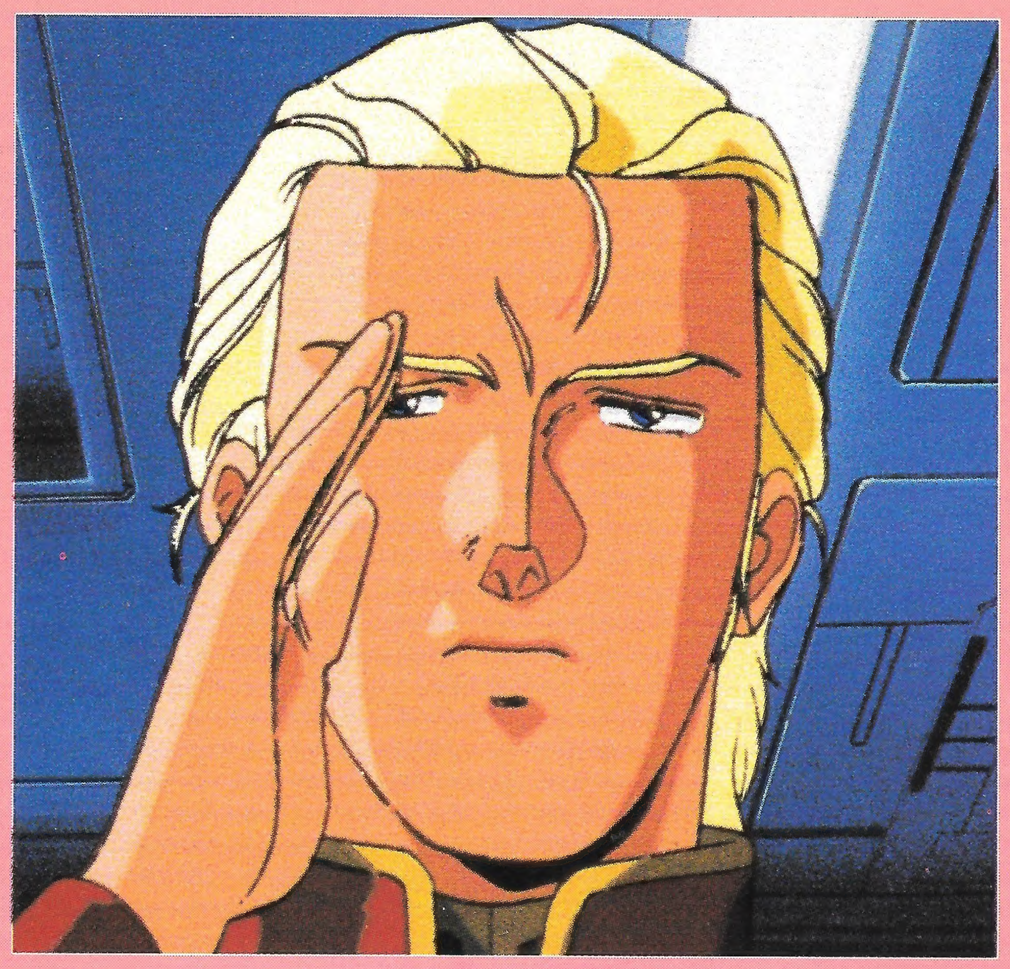


Char Aznable

His real name is Casval Rem Deikun, the son of Zeon Zum Deikun, who preached a world for spacenoids. During the One Year War, he was known as the "Red Comet" and feared by the Earth Federation Forces. He was Amuro Ray's fateful rival. He revived Neo Zeon and became its leader, once again challenging Earth to a war to purge those who continue to pollute it.

Love

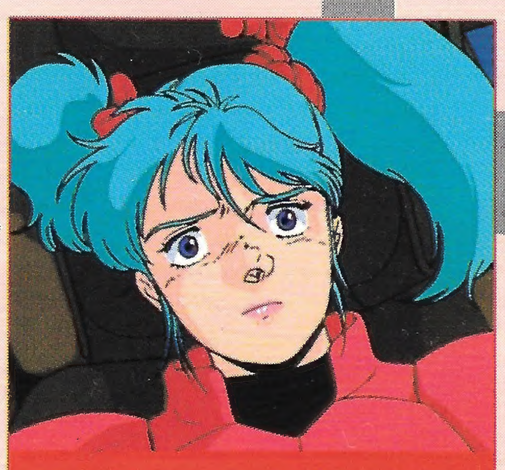
She was discovered by Char, who was a colonel in the Zeon forces at the time, and awakened as a Newtype at the Flanagan Institute, a Newtype research organization. During the One Year War, she fought Amuro and died in space. Her consciousness resonated with Amuro as a Newtype, and remained within him.

Lalah Sune

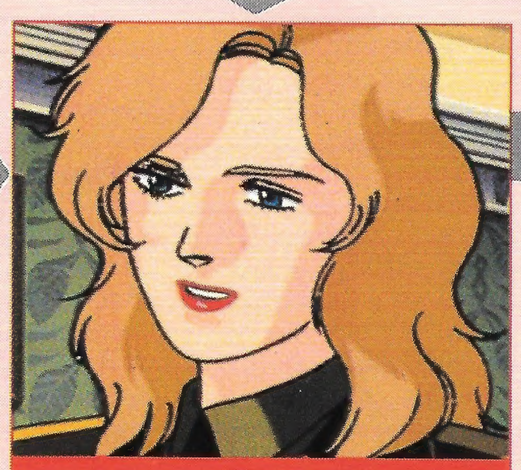
Admires

Subor-dinate (Mistress)

ves



Envy



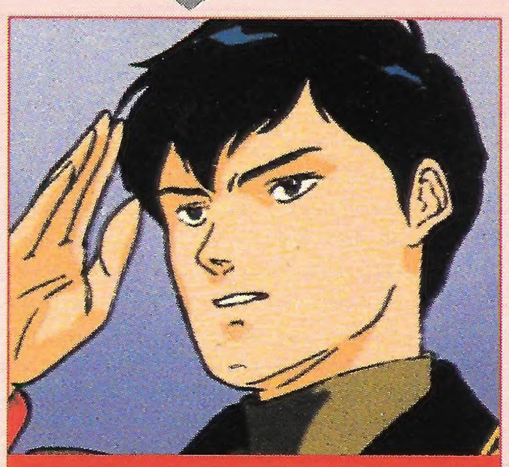
Subor-dinate

Quess Paraya

She is the daughter of Adenauer Paraya, Vice Chief of Staff of the Earth Federation Forces, and a Newtype girl. She has strong emotional ups and downs, a selfish side, and lacks the ability to consider the circumstances around her, but she is very sensitive to the feelings of others.
Because of his sensitivity, she senses Char's true intentions that threaten the Earth, and ends up acting under Char.

Nanai Miguel

A captain and tactical officer for Neo Zeon. She also serves as the head of the Newtype Research Institute. She is personally close to Char and has feelings for him.
She is entrusted with strengthening Quess, who Char brought with him, but she feels a bit jealous of her.



Gyunei Guss

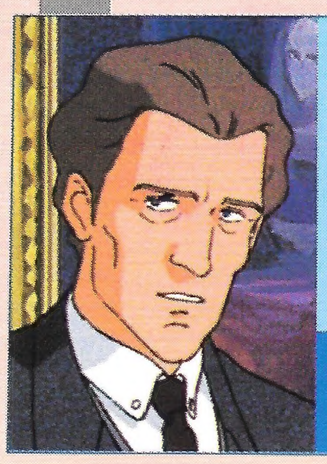
He is the pilot of the MS Jagd Doga aboard the Neo Zeon battleship Rewloola. He is an artificial Newtype, an enhanced human. He is not happy that Char is using Quess's talents, and tries to separate her from Char. He secretly has feelings for Quess.

Parent & Child

Love

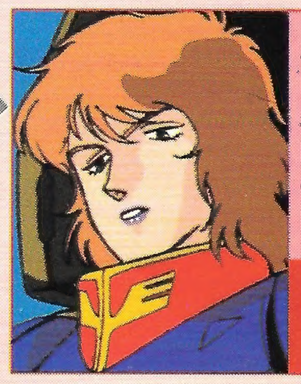
Subordinate

Antipathy



Vice Chief of Staff of the Earth Federation Government. Under secret orders from the Federation Government, he conducts peace negotiations with Char in Londenion. However, on the way to disarmament, he is attacked by the Neo Zeon forces and is killed by his daughter Quess, who runs to Char's side.

Adenauer Paraya



She is the platoon leader of the Geara Doga MS squadron, piloting the Rewloola. While she excels in her manly exploits, she also harbors a burning rivalry with the Newtypes Gyunei and Quess, challenging them to battle.

Rezin Schnyder

Neo Zeon Army

Kaizes M. Buyer

Neo Zeon political affairs staff officer. Participated in peace negotiations with the Earth Federation alongside Char.

Host Harness

He is Char's Chief of Staff and hopes for the revival of Zeon.

Lyle

Captain of the Rewloola. A Lieutenant Colonel.

STORY DIGEST

U.C. (Universal Century) 0093.

Char Aznable, who had gone missing in the previous battle, has finally rebuilt the Neo Zeon forces and become their commander-in-chief. Even now, when humanity has established a safe haven in space, the Earth Federation government continues to pursue policies that favor Earth, and he is fighting to purge the Earth of the human race, who continue to live in peace and tranquility while polluting their mother planet.

The Earth Federation was fighting back with the Londo Bell unit, led by Bright Noa. Among them was Amuro Ray, the Gundam pilot who had once fought alongside Char in a deadly battle. However, the Londo Bell unit, isolated and helpless within the Federation forces, was struggling against the enemy's high-performance mobile suits. Sensing this threat, Amuro set off to retrieve the "v (Nu) Gundam," equipped with a new Psycommu receiving pack, which he had ordered from Anaheim Electronics on the moon.

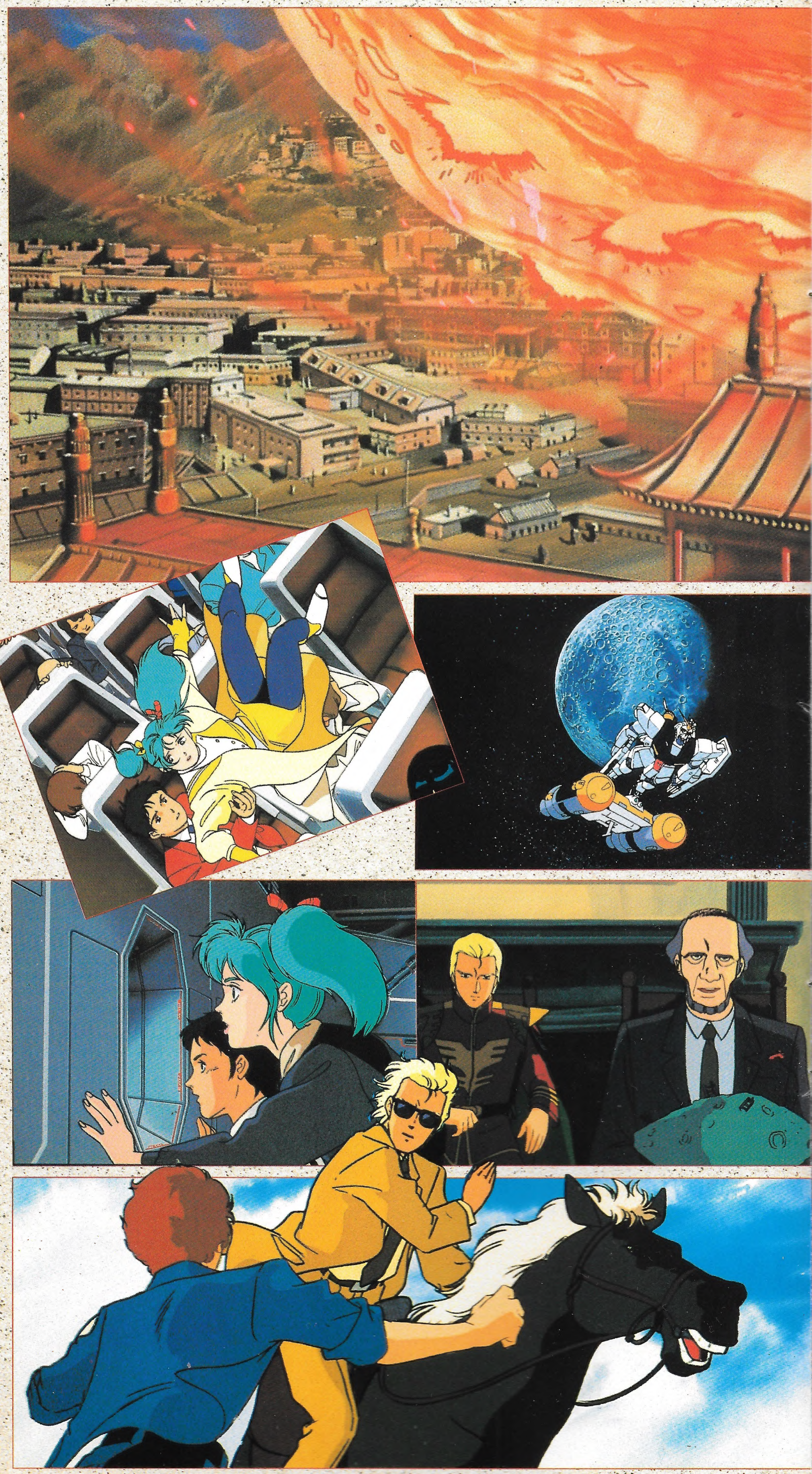
Meanwhile, Adenauer Paraya, a high-ranking official of the Earth Federation government, boards the shuttle Amaga with his daughter Quess in an attempt to end the war. There, Quess meets Bright's son, Hathaway Noah. Hathaway gradually becomes drawn to Quess's mysterious charm.

At the Side 1 colony, Londenion, Adenauer secretly entered into peace negotiations with Char. The negotiations were concluded when the Federation handed over the asteroid Axis to the Neo Zeon forces in exchange for a huge amount of gold, and the Neo Zeon forces subsequently surrendered. However, Char's true intentions were not peace, but a terrifying plan to drop Axis on Earth in a meteorite drop. Furthermore, a large number of nuclear weapons remained on Axis. If the meteorite drop were to be carried out, Earth would enter a nuclear winter and become a frigid, dead planet.

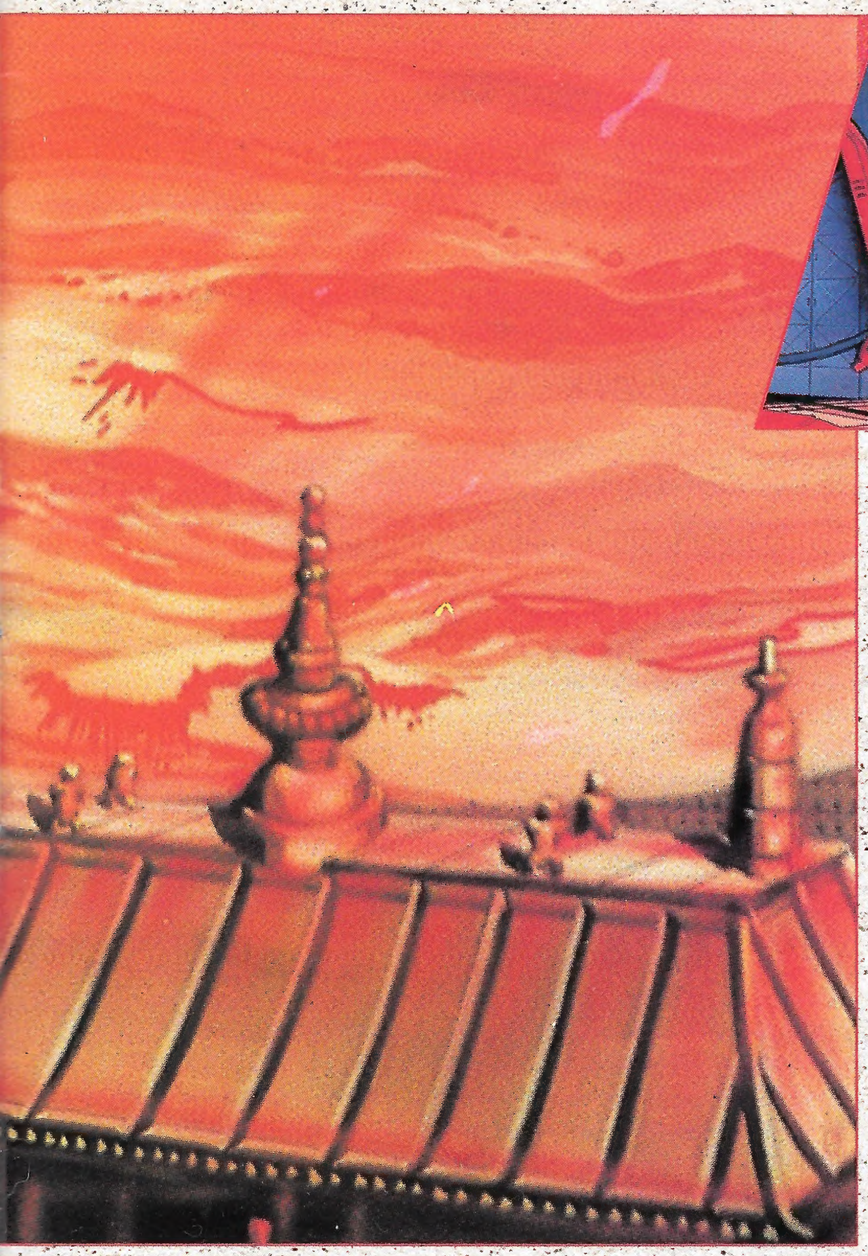
Cameron Bloom of the Federal Audit Office, who was present at the peace negotiations, learned the true nature of the terrifying plan hidden behind the negotiations and went to see Bright, the husband of his former fiancée Mirai.

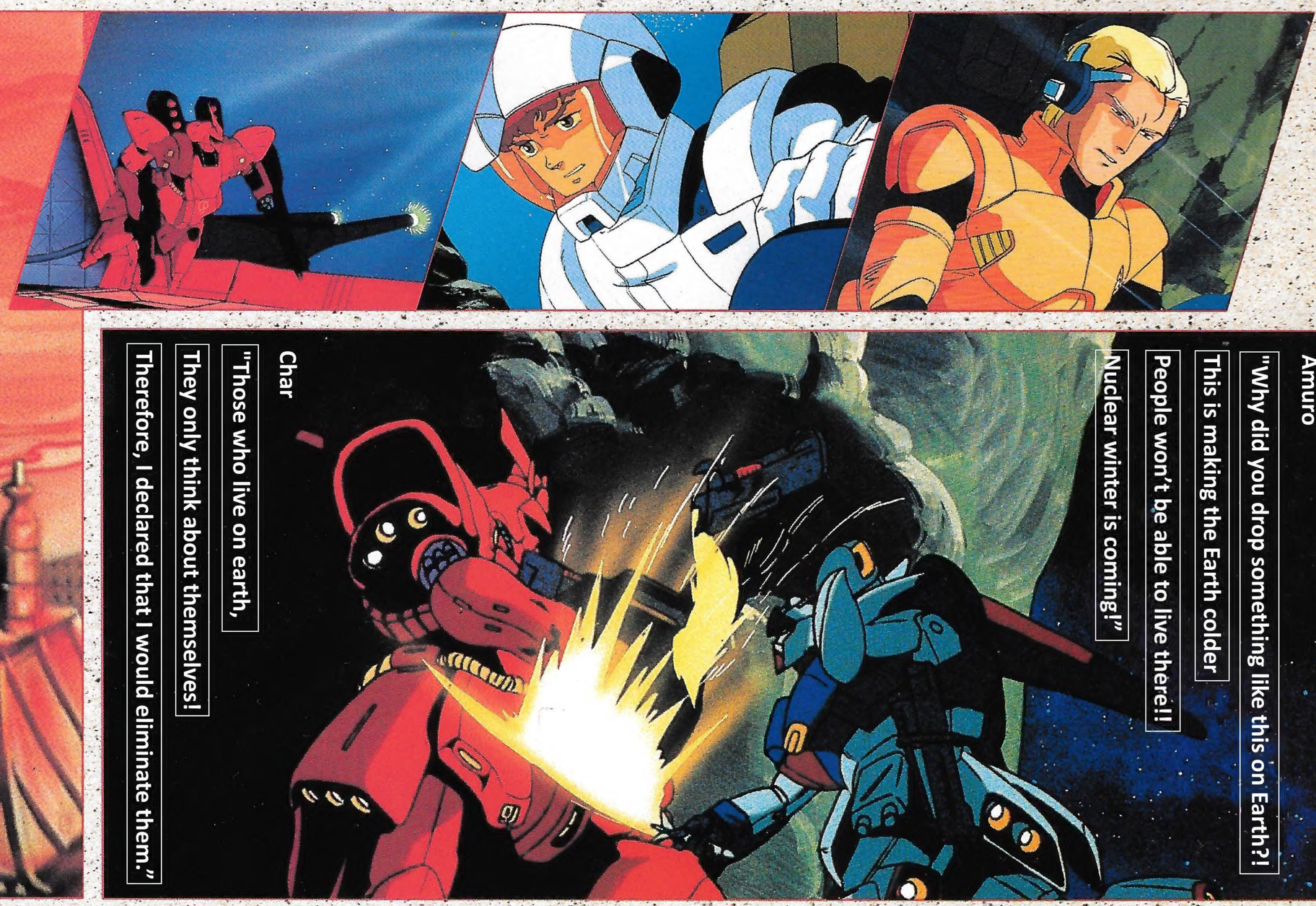
Meanwhile, Amuro takes Hathaway and Quess on a drive to a lake in Londenion, where he happens to meet his nemesis, Char. Amuro pursues Char, and it is Quess who unexpectedly saves him from a difficult situation. Quess, whose Newtype abilities are rapidly awakening, instantly resonates with Char's ideology and joins Neo Zeon.

FOOLS HAVE NO RIGHT TO POLLUTE



AND DESTROY THE EARTH, SO I WILL PURGE THEM!





Amuro

"Why did you drop something like this on Earth?!

This is making the Earth colder

People won't be able to live there!!

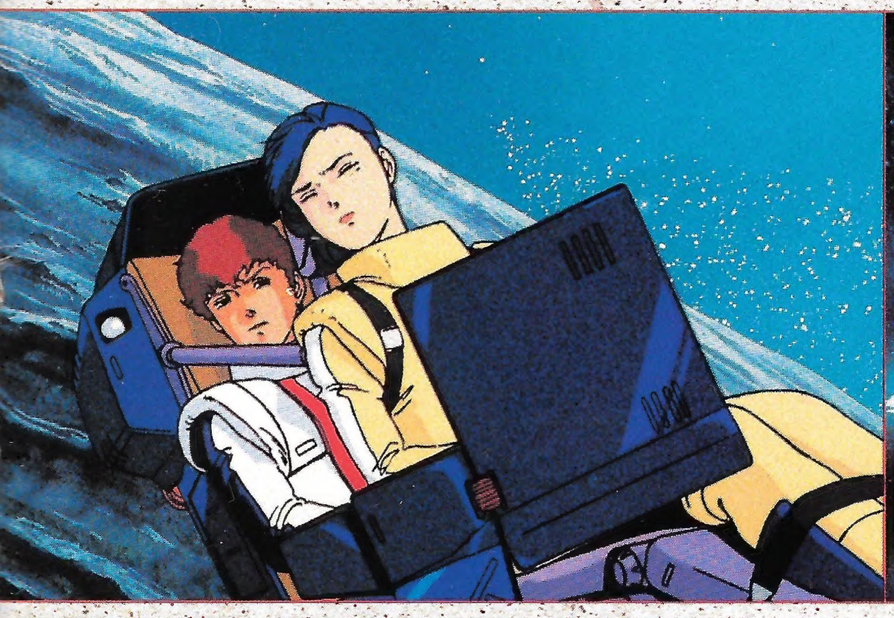
Nuclear winter is coming!"

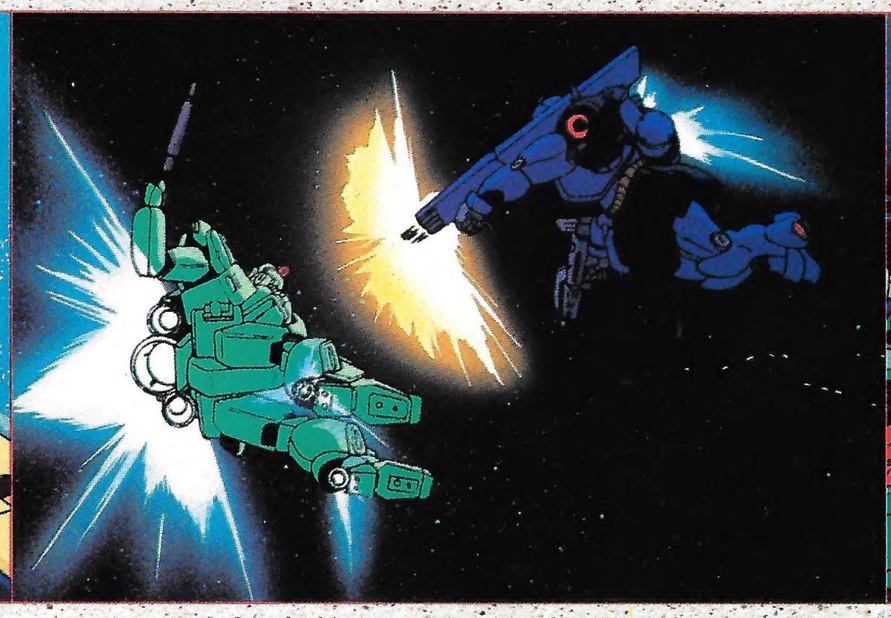
Char

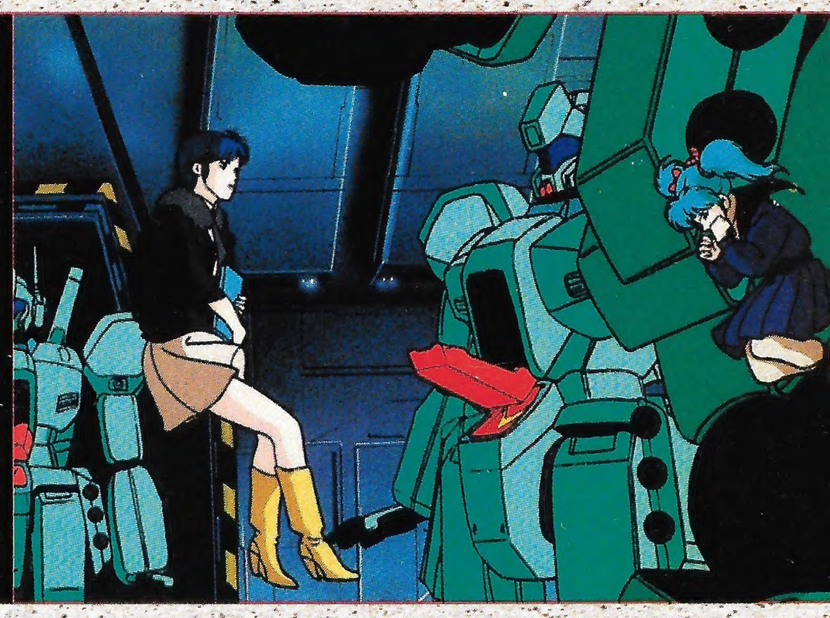
"Those who live on earth,

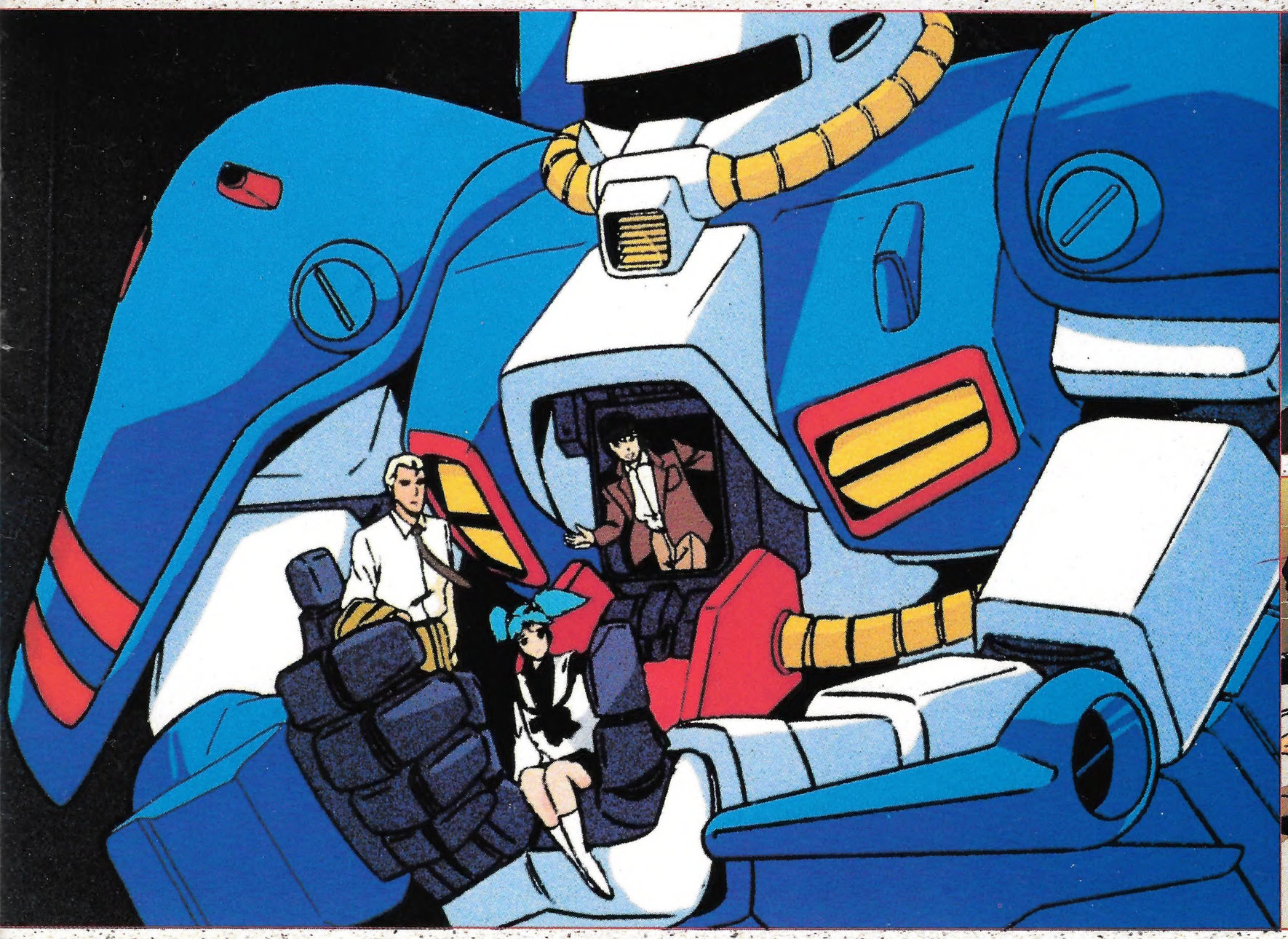
They only think about themselves!

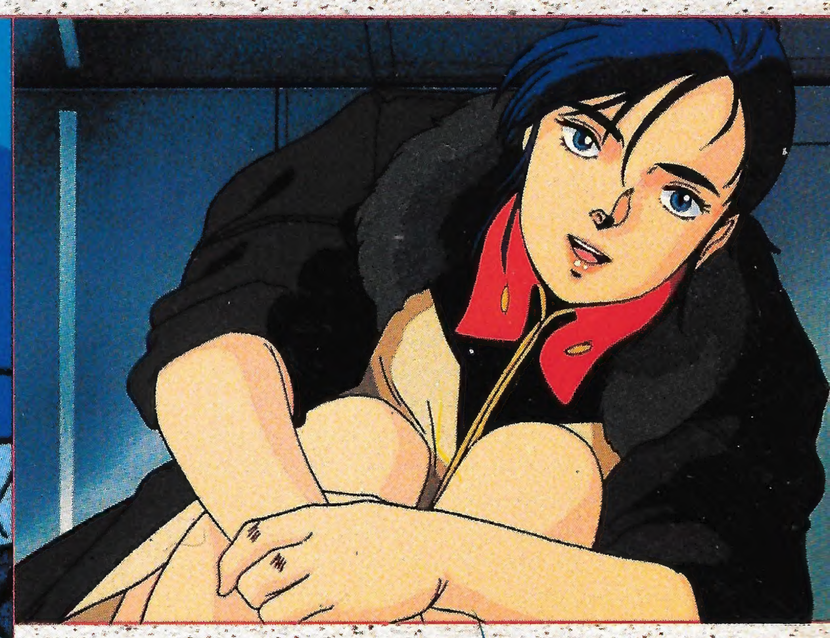
Therefore, I declared that I would eliminate them."

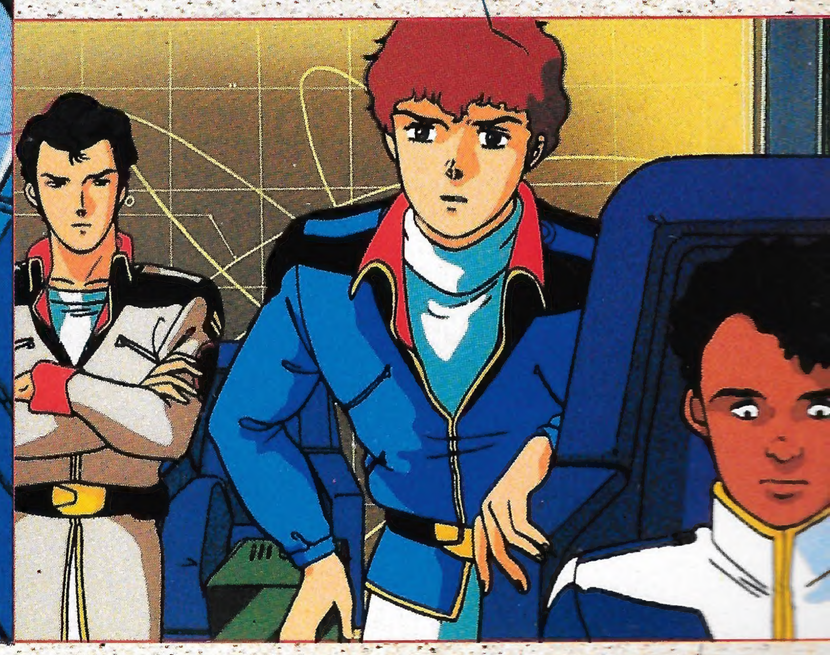












CHAR IS THE ONLY ONE WHO CAN REFORM THE WORLD BY TAKING ADV
QUESS, WHO IS U

Char

Axis! Go!

Along with those horrible memories!!

VANTAGE OF PEOPLE'S DEATHS.
USED BY SUCH A MAN, ALSO MEETS A TRAGIC END...

STORY DIGEST

Thus, Quess was trained as a mobile suit pilot by Nanai Miguel, a subordinate of Char, at the Neo Zeon headquarters. Rejoicing at her ever-improving abilities, Quess awakened as a Newtype and piloted the mobile suit Jagd Doga to battle, destroying her father's battleship in an instant.

In the midst of this battle, Gyunei Guss, an artificially enhanced human who has feelings for Quess, cannot bear to see Char using Quess and tries to separate her from Char.

Eventually, upon learning of Char's ambitions, the Londo Bell team, led by Bright, set sail from Londenion and headed for the airspace of Axis.

Hathaway stows away on the flagship, the Ra Cailum, to retrieve Quess from Char, but just before he is about to join the battle alone, he is spotted and stopped by his father, Bright.

Londo Bell's mobile suit, led by Kara Su in the Re-GZ, arrives near Axis. However, at the same time, the Axis' nuclear pulse engine ignites. Finally, the meteorite drop is carried out.

A fierce battle breaks out between the Federation MS unit, which is dispatched to stop Axis from falling to Earth, and the Neo Zeon MS unit, which is fighting back, and Amuro joins the battle in the v Gundam.

During the fierce battle, Kayra's Re-GZ was destroyed by Gyunei's attack, and she escaped but was taken hostage. Gyunei thought that if he could obtain the Gundam, he could defeat Char and take Quess for himself... and so, standing before the v Gundam, he urged Amuro to abandon the Gundam.

At that moment, the Gundam's funnels reacted to Amuro's psychic waves and cut the towing wires around the Gundam. Enraged, Gyunei crushes Kayra in the mobile suit's giant hand.

The Gundam's hands held Kayra's body, floating in the void, and Amuro's anguished screams echoed through space.

Meanwhile, Char, who had quickly recognized Quess's abilities, gave her the Alpha Azieru, a mobile armor developed exclusively for Newtypes.

Axis descends towards Earth with each passing moment.

STORY DIGEST

The battle started again---

A fierce battle unfolded, and Gyunei was attacked by Amuro and scattered into space.

Meanwhile, worried about Quess, Hathaway pilots his mobile suit, the Jegan, and clings to the Alpha Azieru she is piloting, pleading with her to stop fighting. However, Quess has transformed into a fighting machine and refuses to listen to Hathaway's pleas.

Chan Agi also sorties in the Re-GZ to provide support for her beloved Amuro, and launches an attack on Quess's Alpha Azieru. However, Hathaway's Jegan gets in the way, shielding Quess.

In the midst of the chaos, the last missile fired from the Re-GZ hit the Alpha Azieru, and Quess vanished into space dust. Hathaway lost control of his rage and could not help but kill Chan Agi.

Meanwhile, aboard Axis, Amuro and Char were engaged in a final, life-or-death battle. Char was raging out of despair at humanity, while Amuro was determined to believe in the wisdom of humanity. As the two mobile suits clashed fiercely, Bright and his men finally carried out the demolition of Axis. Axis was then split in two, and while one half began to deviate from its orbit toward Earth, the other ironically picked up speed and headed toward Earth.

After a fierce battle, Char's mobile suit, the Sazabi, was defeated, and Char escaped in a life pod. Amuro grabbed the pod and piloted the Gundam towards the falling Axis.

There, Amuro learns an unexpected truth: Psycho-Frame is a technology developed by Neo Zeon, and this information was given to the v Gundam by Char, presumably for his own reasons. Was it Char's pride as his destined rival that led him to refuse to defeat Amuro, who was fighting with an inferior mobile suit?

Amuro tries to stop Axis from falling with just one machine.

At that moment, many mobile suits from various colonies gathered towards Axis to cooperate with Amuro. Among them were some from Earth, and even some from Neo Zeon!

Ignoring Amuro's warnings, the mobile suits that have attached themselves to Axis one after another continue their desperate attempts to change the orbit of this bewildering planet. However, it is to no avail, and one by one they disappear from the surface in vain.

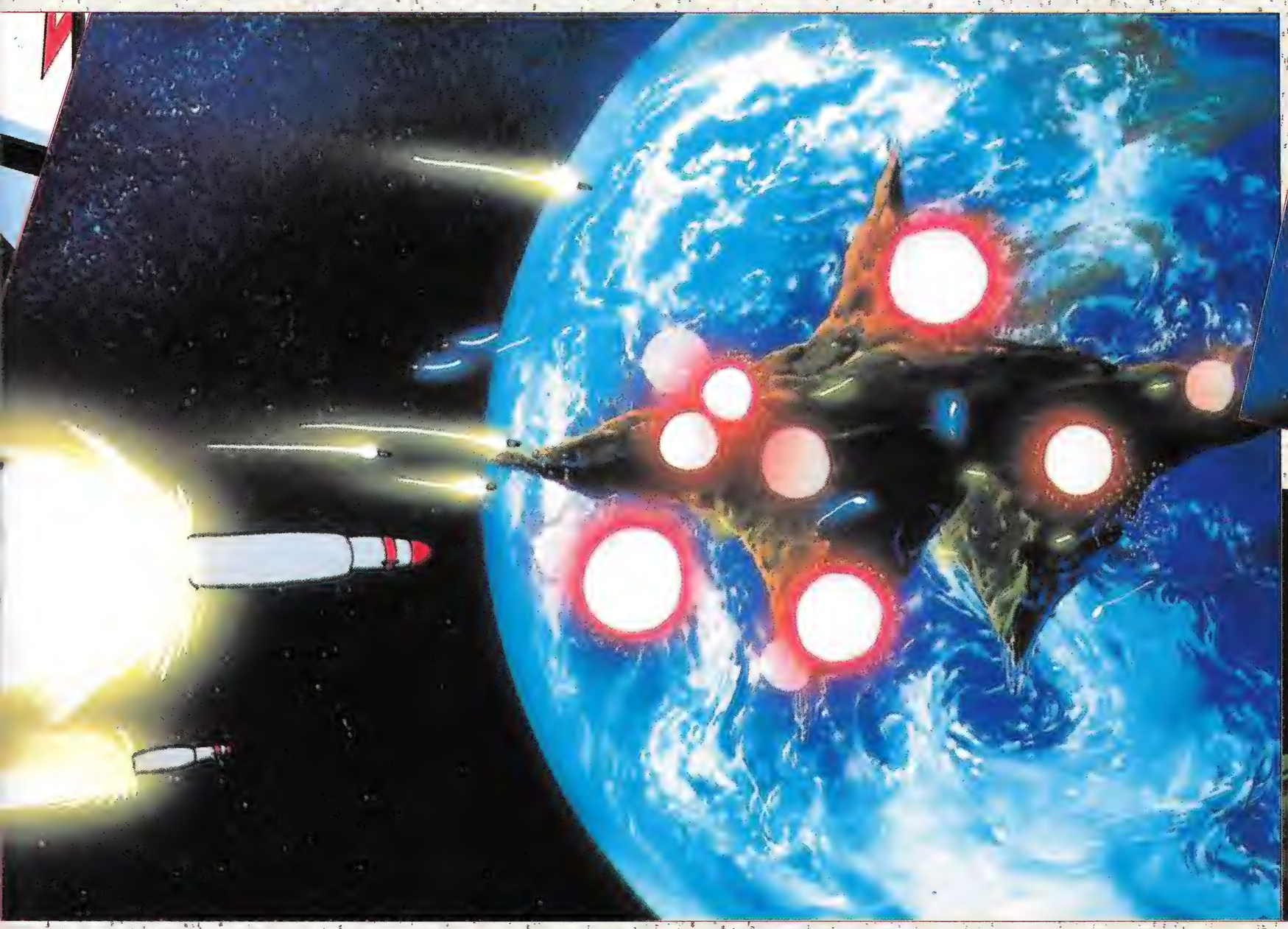
Anyone could see this as a reckless act, but then a miracle happened...Axis' orbit began to change!

It was the result of people's thoughts...

The Earth didn't answer, it just shone beautifully and blue...

REVOLUTIONS ARE ALWAYS STARTED BY IN
ONLY DREAM

TELLECTUALS, BUT BECAUSE THEY HAVE
Y GOALS, THEY ALWAYS END UP DOING ONLY RADICAL THINGS...



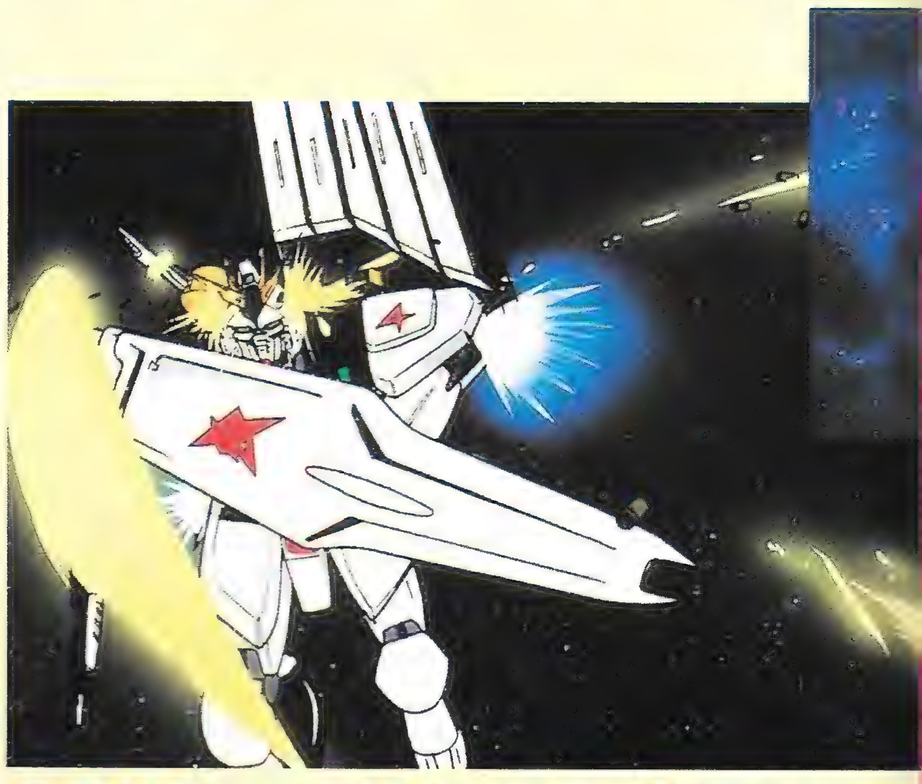
ALL THAT νGUNDAM

Since Universal Century 0079, Gundam has opened up new frontiers in countless space battles... Starting with the RX-78, and then through Z and ZZ, Gundam has now once again welcomed Amuro as its pilot, finally evolving into the v Gundam, the series' first Newtype-exclusive mobile suit!

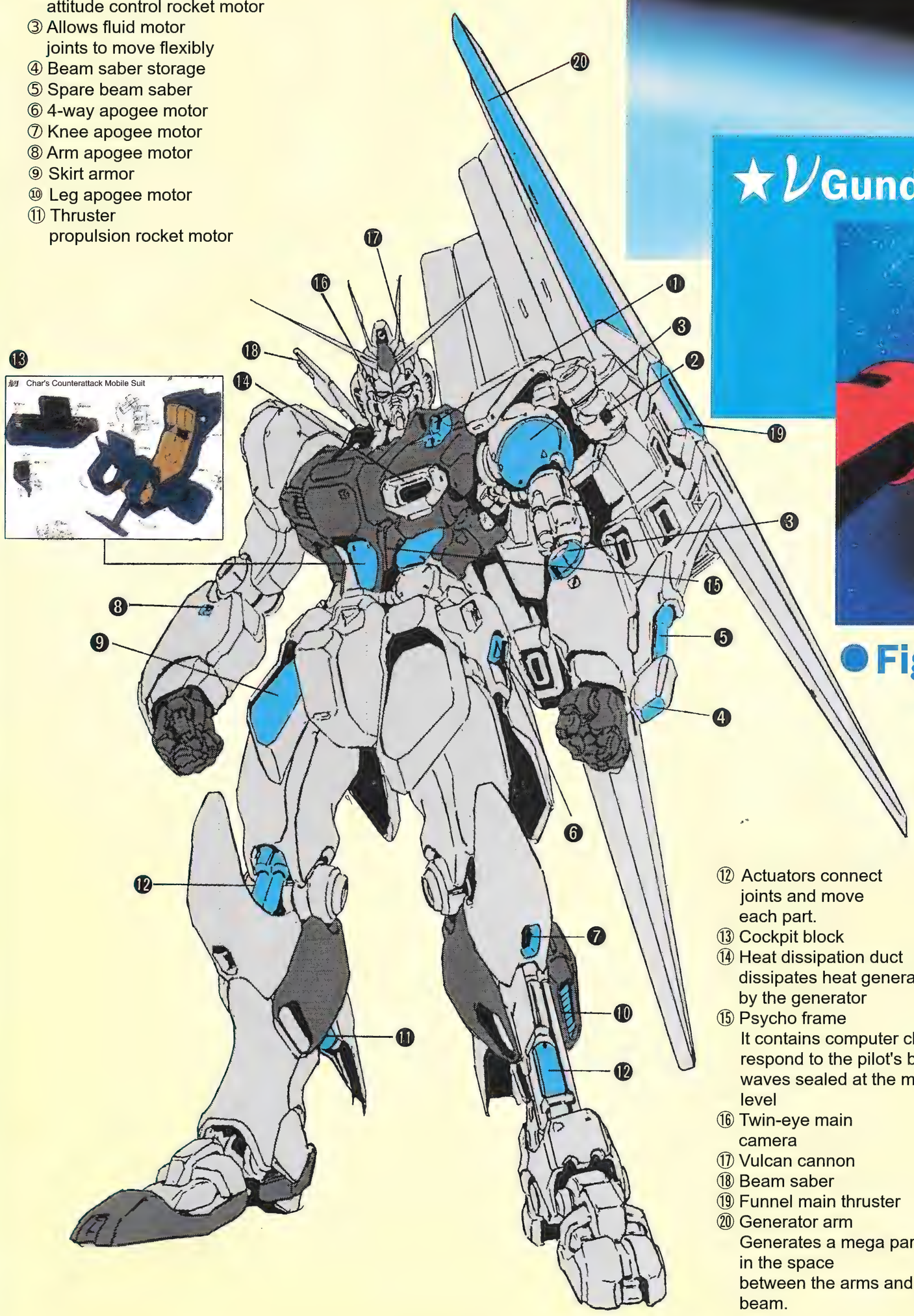
This section focuses on v Gundam, rumored to be the strongest Gundam of all time, and also includes detailed illustrations of Char's MS Sazabi. Along with its brave figure, we will thoroughly dissect the secret of its strength.

★νGundam's Weapon

● Fight against Sazabi with beam sabers



● Attack with Vulcan Cannon

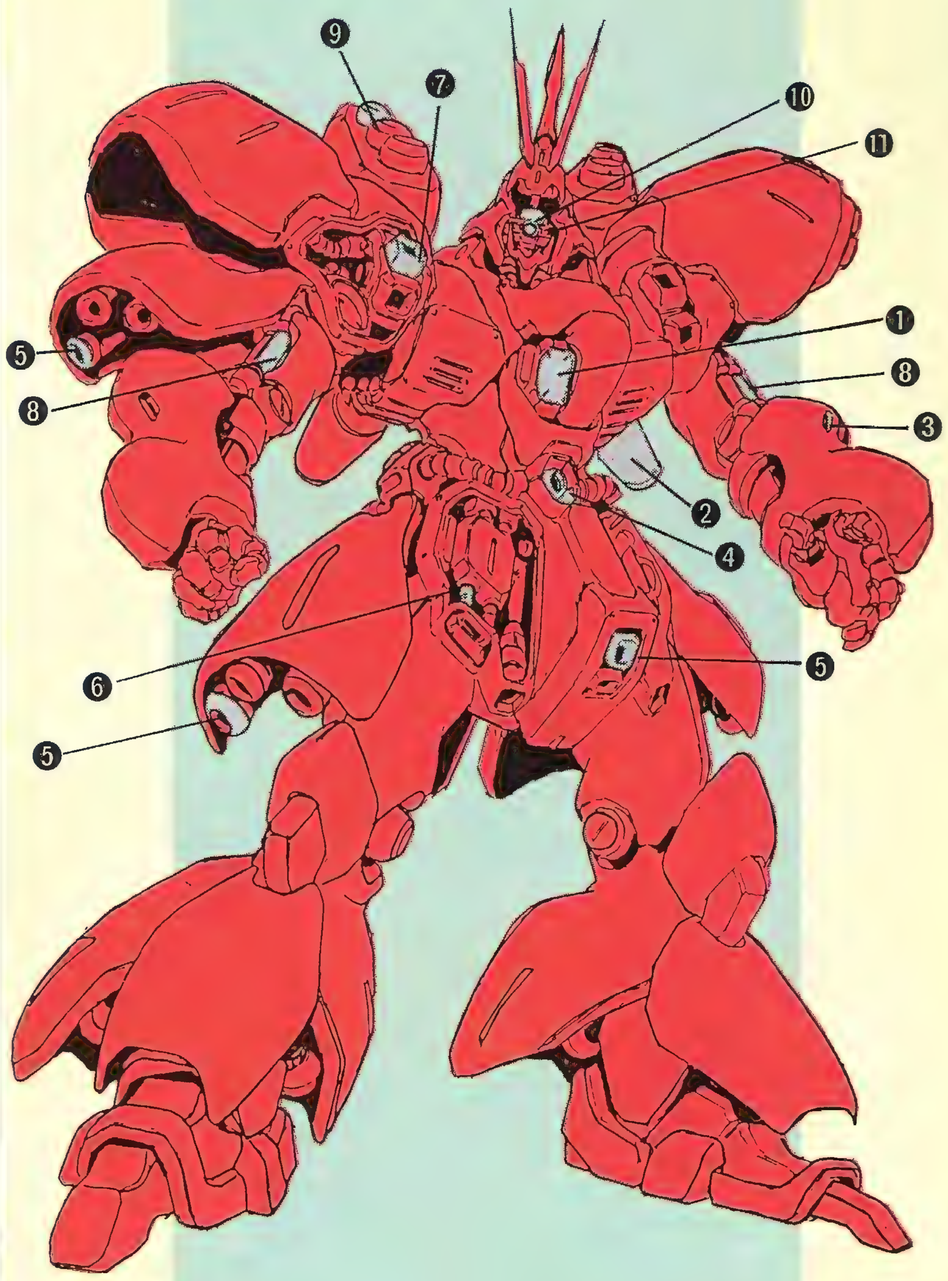


① Laser sensor
precision targeting sensor
② Shoulder apogee motor,
attitude control rocket motor
③ Allows fluid motor
joints to move flexibly
④ Beam saber storage
⑤ Spare beam saber
⑥ 4-way apogee motor
⑦ Knee apogee motor
⑧ Arm apogee motor
⑨ Skirt armor
⑩ Leg apogee motor
⑪ Thruster
propulsion rocket motor
⑫ Actuators connect
joints and move
each part.
⑬ Cockpit block
⑭ Heat dissipation duct
dissipates heat generated
by the generator
⑮ Psycho frame
It contains computer chips that
respond to the pilot's brain
waves sealed at the metal particle
level
⑯ Twin-eye main
camera
⑰ Vulcan cannon
⑱ Beam saber
⑲ Funnel main thruster
⑳ Generator arm
Generates a mega particle field
in the space
between the arms and fires a
beam.

THE GORGEOUS WORLD OF NU GUNDAM PLASTIC MODELS

(Photo provided by Monthly B•CLUB)

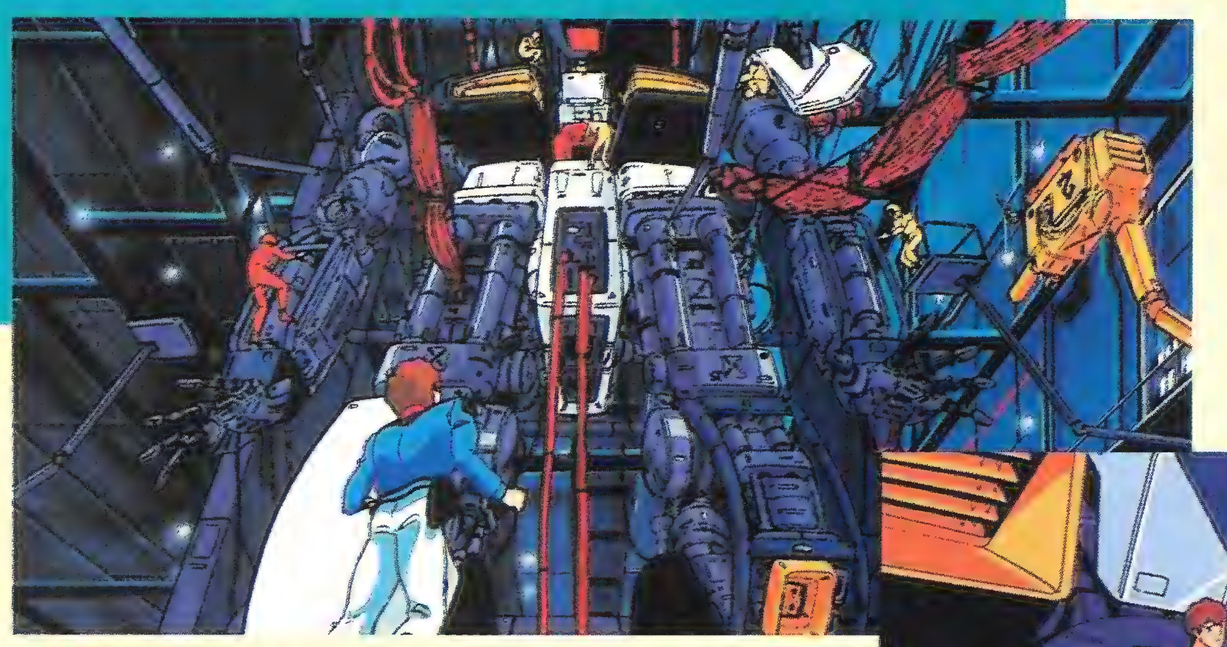
SAZABI



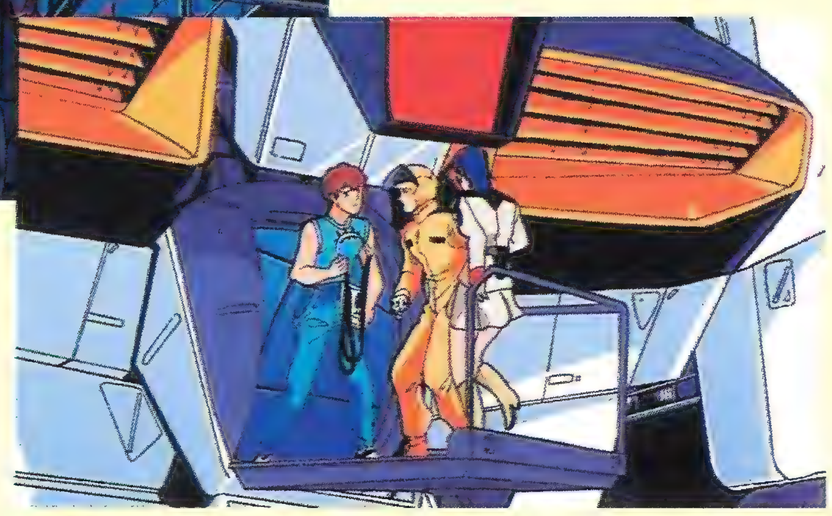
① Generator
② Propellant tank
propellant augmentation tank
③ Rack for mounting
shield
④ Mega particle cannon
⑤ Apogee motor
attitude control rocket motor
⑥ Apogee motor is built
into the skirt armor
⑦ Shoulder apogee motor
⑧ Actuator: connects joints
and moves each part
⑨ Funnel container
equipped with three funnels
⑩ Cockpit block
also functions as an escape
block
⑪ Main camera
turret rotates 360°

★ Details of νGundam seen on the screen

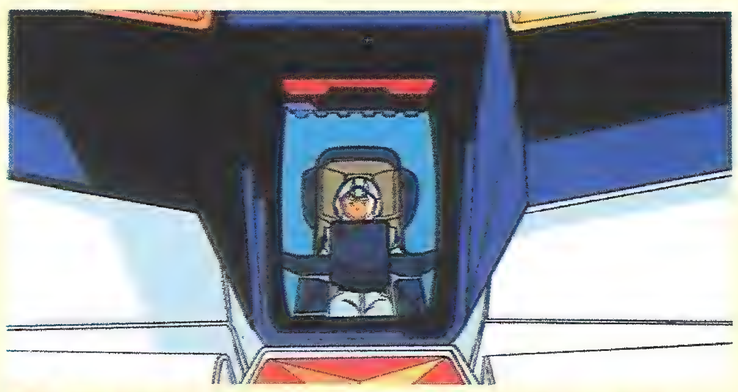
● Equipped with funnels on its back, it fires a beam rifle.



● Nu Gundam under construction



● Cockpit hatch

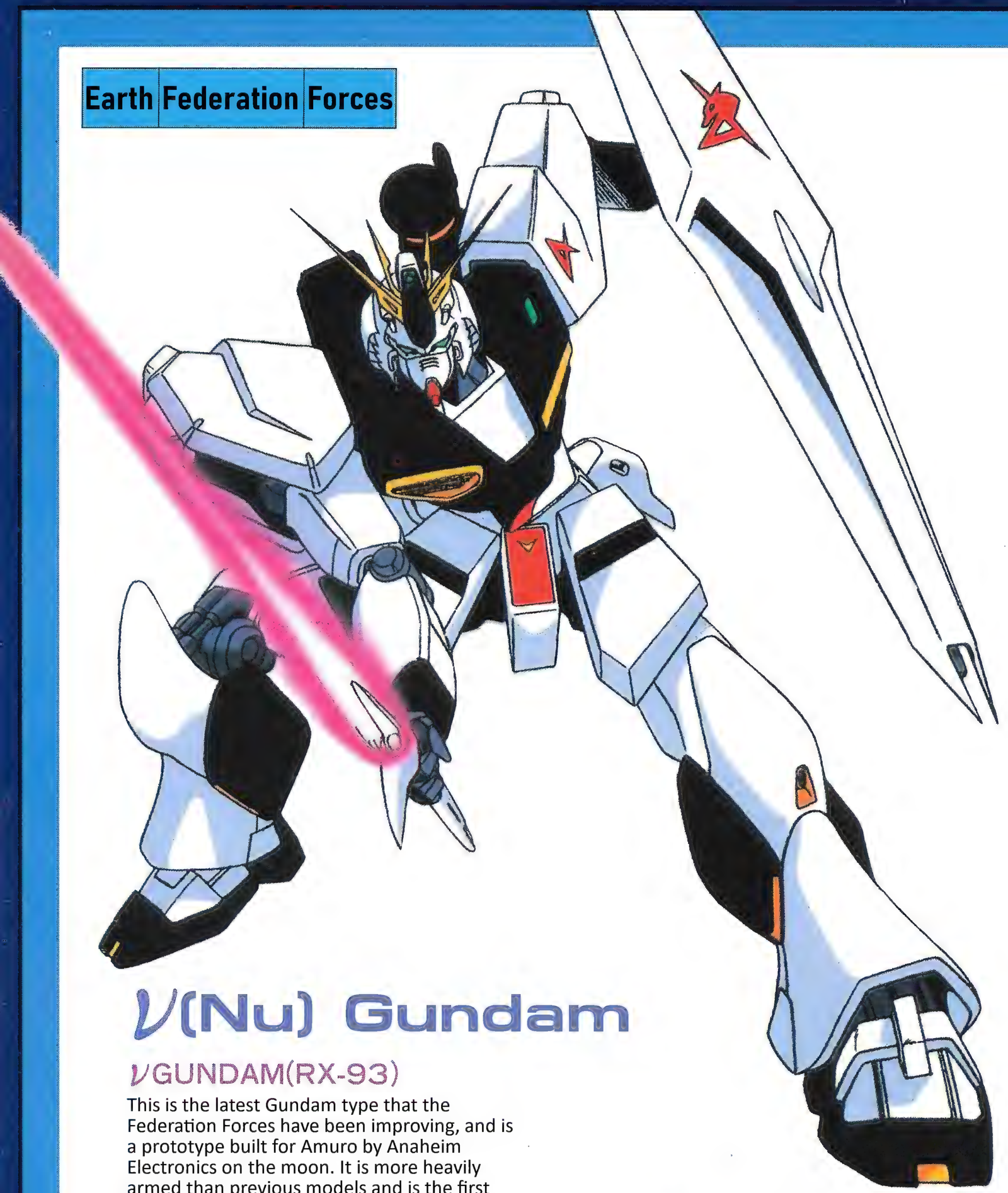


● Cockpit (Amuro is sitting)

νGUNDAM
V.S
SAZABI

FASCINATING NEW MECH

Earth Federation Forces



ν(Nu) Gundam

νGUNDAM(RX-93)

This is the latest Gundam type that the Federation Forces have been improving, and is a prototype built for Amuro by Anaheim Electronics on the moon. It is more heavily armed than previous models and is the first 20m-class Gundam-type MS compatible with Newtypes. It is equipped with fin funnels.

●Total Height 22m ●Weight 27.9t ●Total Weight 63.0t
(Armed) Beam Sabers x 2, Beam Rifle x 1, Vulcan Gun x 2, Hyper Bazooka x 1, Funnel x 6

Re-GZ

Re-GZ(RGZ-91)

This MS was used by the Federation Army in anti-ship battles. It was an improved version of the Z Gundam, allowing it to be mass-produced, but only one was ever built. By docking with the booster pack, it could perform hit-and-run tactics from its Waverider form. Unlike the Z Gundam, it could not transform independently.

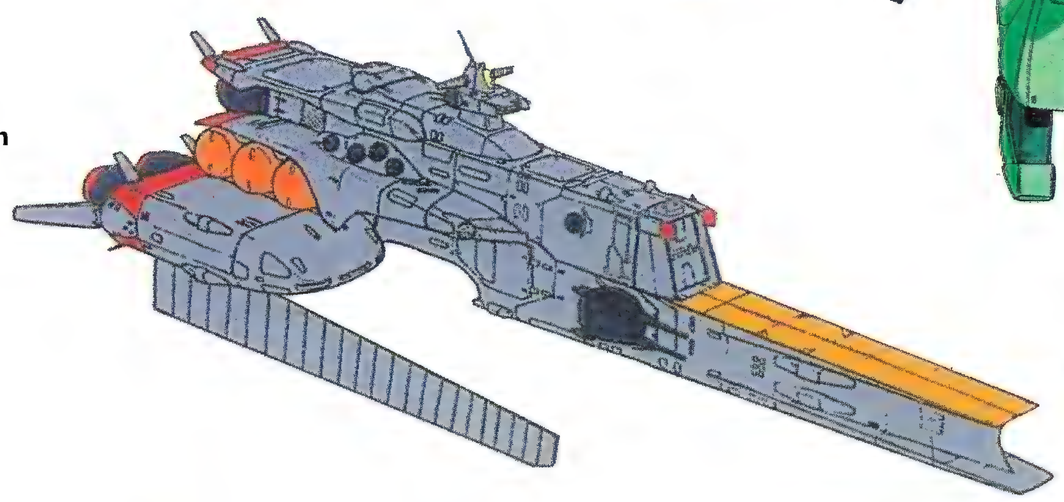
●Total Height 20.5m ●Weight 24.7t ●Total Weight 55.2t
(Armed) Beam Saber x 1, Beam Rifle x 1, Grenade Launcher x 2

Jegan

JEGAN(RGM-89)

An advanced version of the GM and Nemo, this is a mass-produced MS for the Federation Army used by ordinary soldiers. It is the model most commonly deployed to the front lines, and is well-equipped with both armament and safety features.

●Total Height 19.0m ●Weight 21.3t ●Total Weight 47.3t
(Armed) Beam Saber x 1, Beam Rifle x 1, Grenade Rack x 3

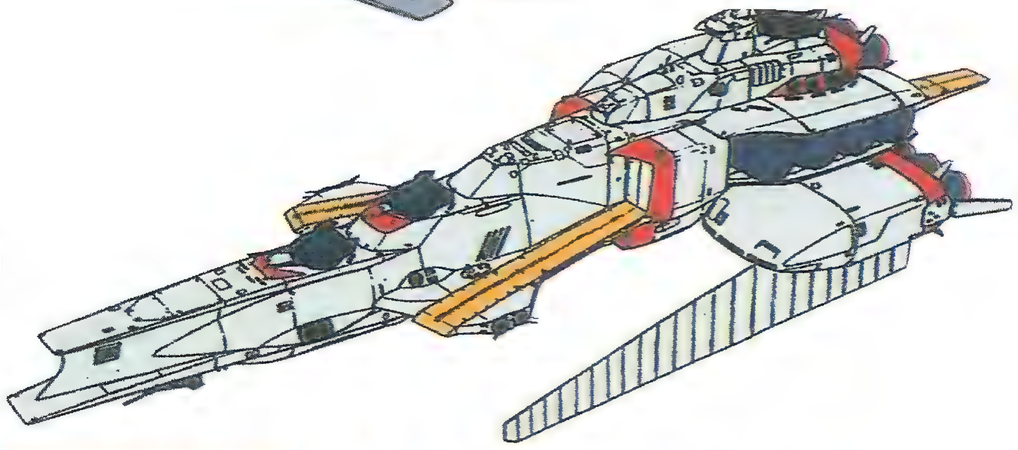


Cruiser

A flagship of the Federation Forces, it is equipped with a huge radar on its underside. It is lightly armed and carries fewer mobile suits than the Ra Cailum.

GMIII

This is a minor change to the GMII used in the battles against the Titans and AEUG, but its armament has also been lightened. With the appearance and mass production of the Jegan, it has become outdated, but it is still in use on the front lines of the Earth Federation Forces.



Spaceship

Ra Cailum

It is the flagship of the Londo Bell unit, commanded by Bright, and carries a number of mobile suits, including the **v** Gundam. Unlike the White Base and Argama, it has a combat bridge in addition to the standard bridge, which the crew can move between during battles.

IAS COLLIDE!

MECHANICAL CHARACTERS

Jagd Doga

JAGD DOGA(MSN-03)

This mobile suit is piloted by Quess and Gyunei, and is a Newtype-only mobile suit equipped with a Psycommu system, just like the Sazabi. The heads and coloring of the mobile suits piloted by Quess and Gyunei are different.

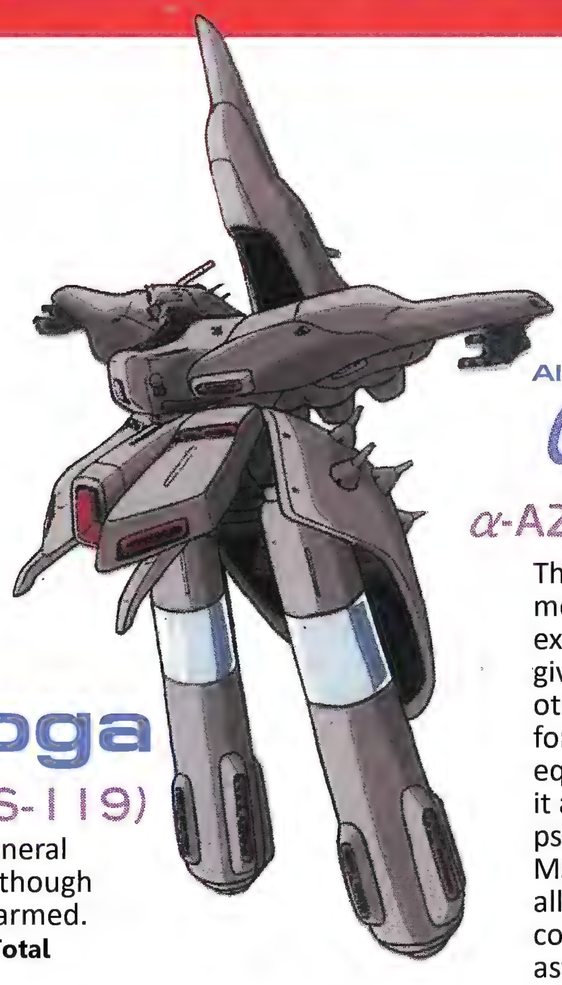
●Total Height: 21.0m ●Weight 28.0t ●Total Weight 46.6t
(Armed) Beam Saber x 1, Beam Assault Saber x 1, Funnel x 6

Geara Doga

GEARA DOGA(AMS-119)

A general-purpose MS developed for general soldiers as the successor to the Zaku. Although it is a general-purpose model, it is fully armed.

●Total Height: 20.0m ●Weight 23.0t ●Total Weight: 50.8 t
(Armed) Beam Machine Gun x 1, Beam Sword Axe x 1



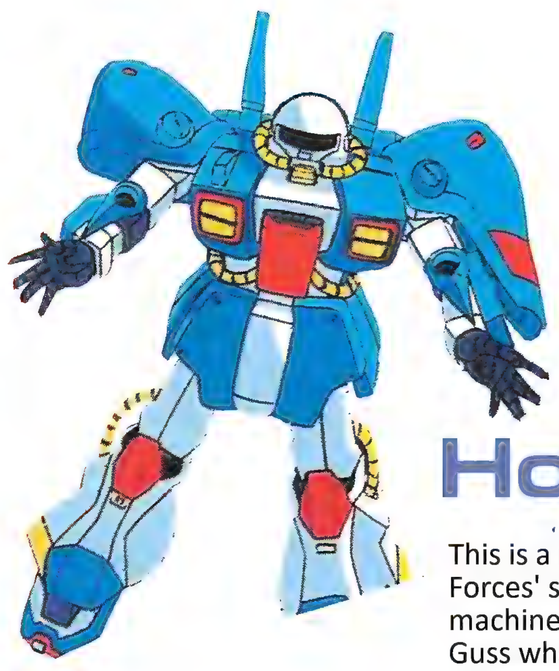
Neo Zeon Army

Alpha α'Azieru

α-AZIERU(NZ-333)

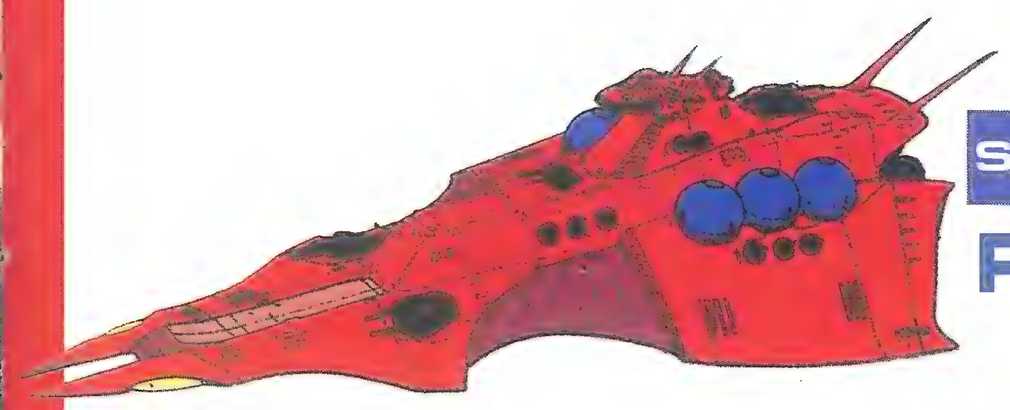
This is an extra-large mobile armor (MA) exclusively for Newtypes, given to Quess by Char. Like other models exclusively for Newtypes, it is equipped with funnels, but it also has the wired psycommu seen on the old MS Zeong. This allows for all-range attacks. Its combat capabilities are astounding and overwhelming.

●Total Height: 108.26m ●Weight 128.6t ●Total Weight: 267.4t
(Armed) Vulcan Cannon x 1, Mega Particle cannon x 1, Mega Beam Cannon x 2, Funnel x 9



Hobby Hizack

This is a modified version of the Federation Forces' standard MS Hizack, a hobby/sports machine. It was the machine used by Gyunei Guss when he retrieved Char and the others in Londenion. It is unarmed.



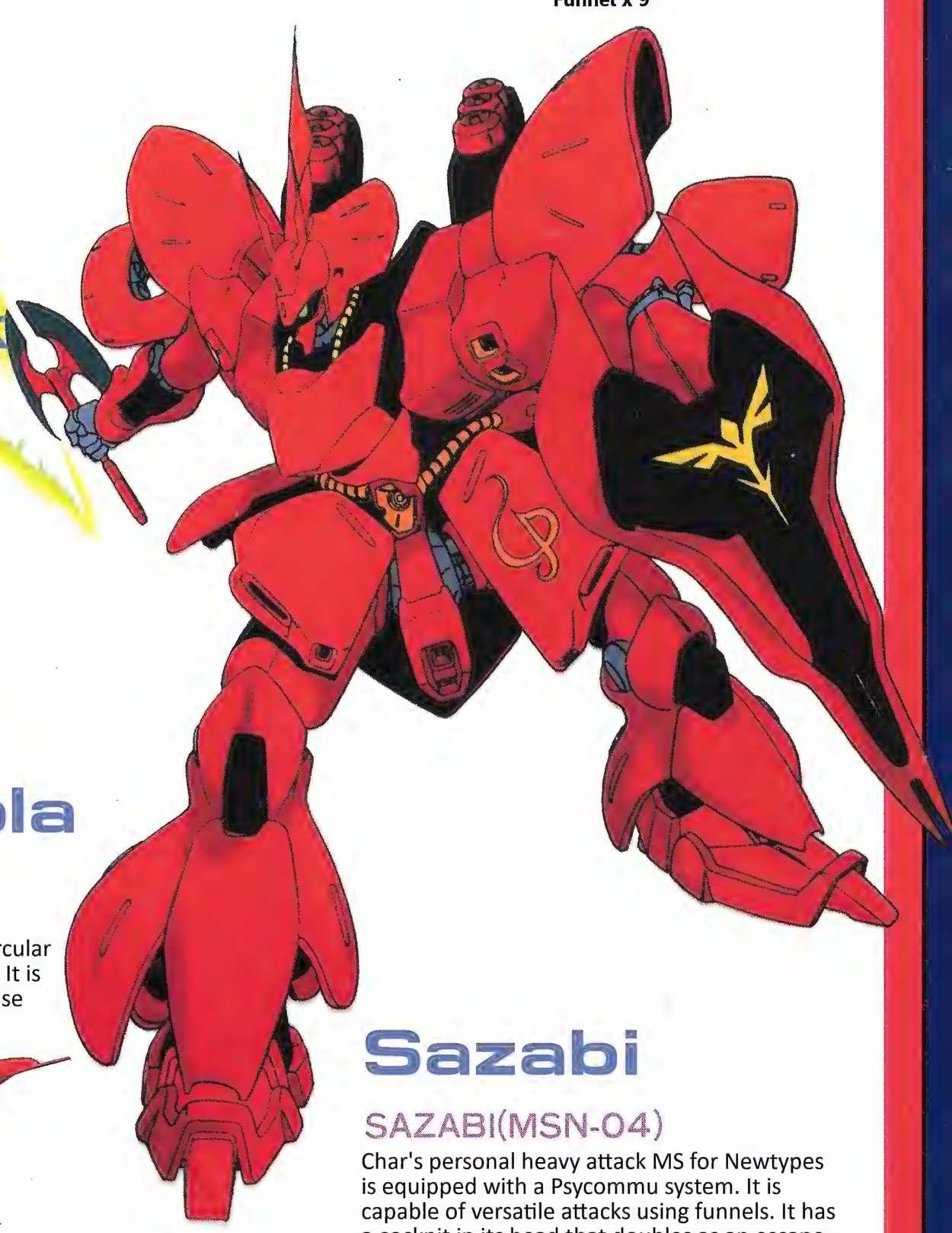
Spaceship

Rewoola

This is the flagship of the Neo Zeon forces, and Commander-in-Chief Char is aboard. The circular tanks on both sides are reminiscent of the Gwazine, a battleship of the former Zeon forces. It is equipped with numerous mobile suits, including the Sazabi. A space battleship with immense combat power.

Musaka

A Neo Zeon cruiser. Although it is the successor to the Musai of the old Zeon military, it leaves a very different impression. Its armament and MS carrying capacity have been improved, and the ship can be identified by the lines on both sides.



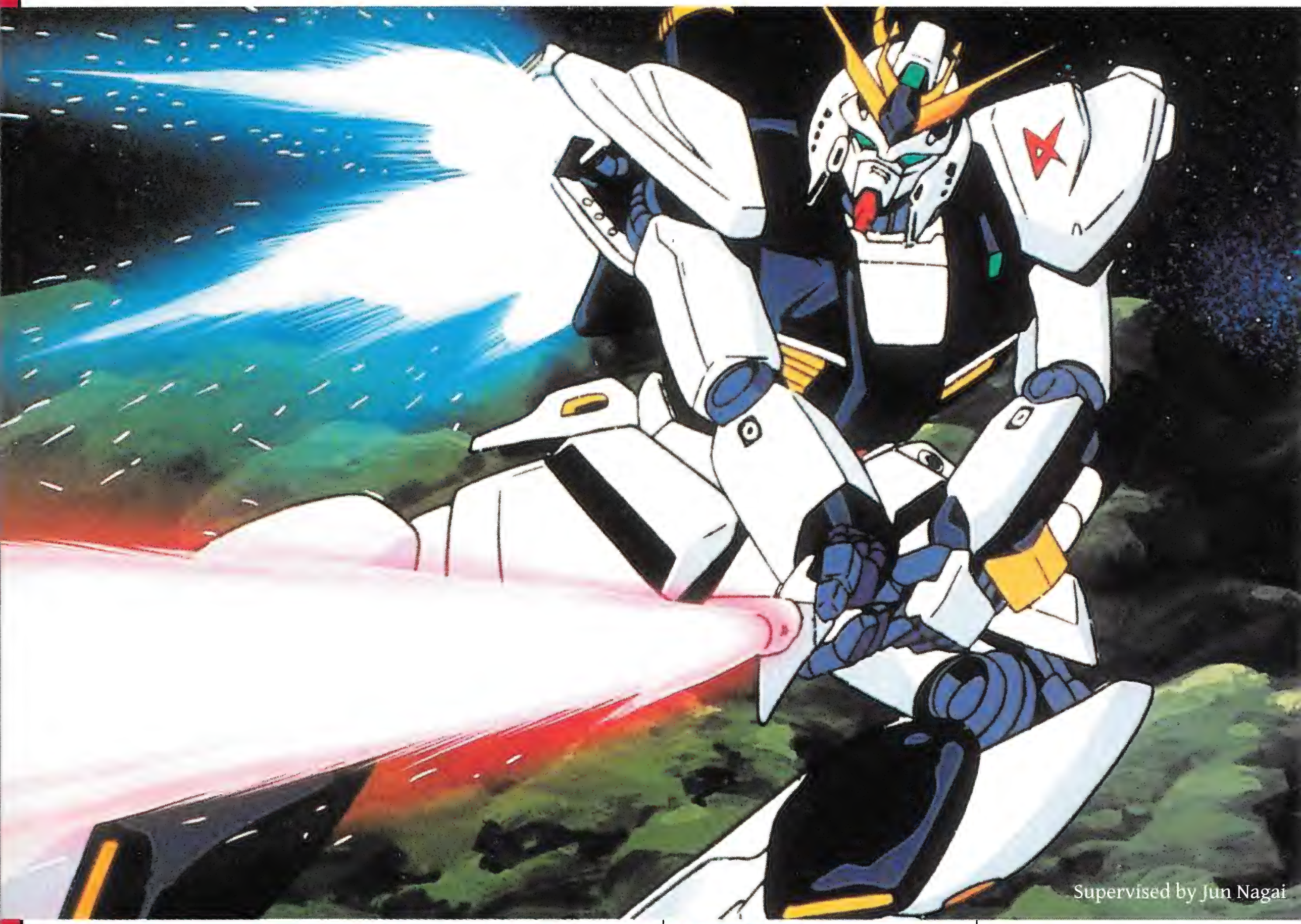
Sazabi

SAZABI(MSN-04)

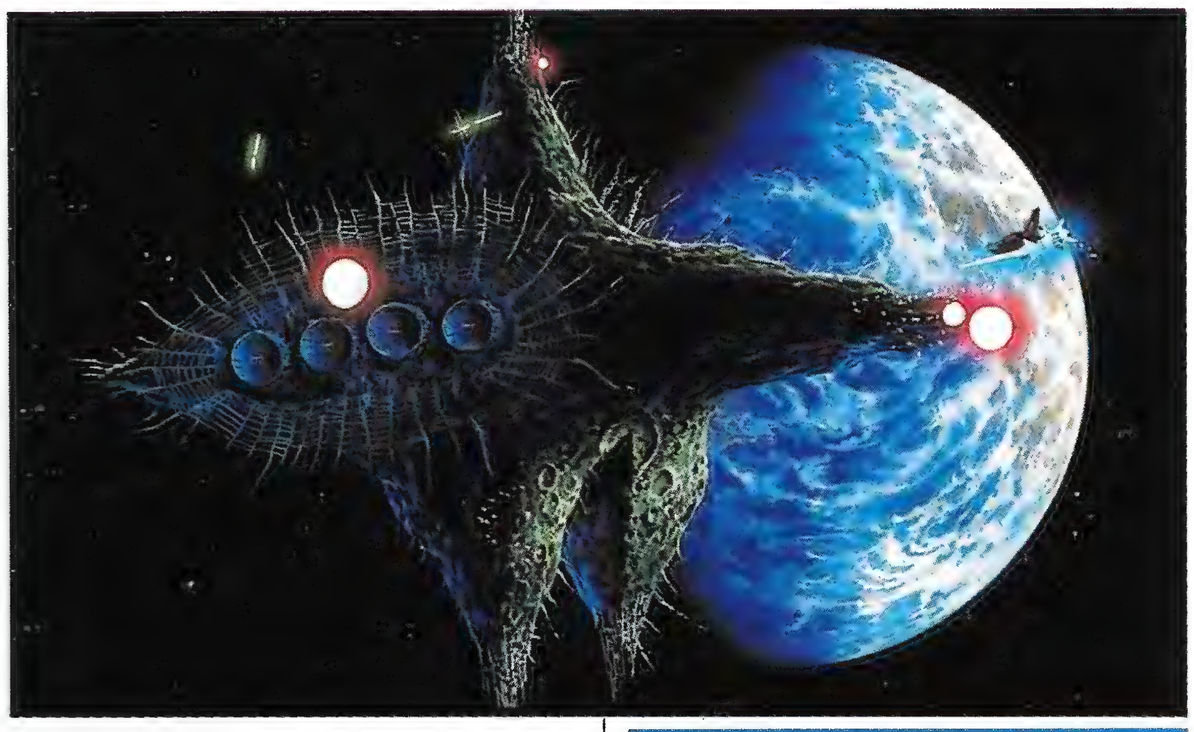
Char's personal heavy attack MS for Newtypes is equipped with a Psycommu system. It is capable of versatile attacks using funnels. It has a cockpit in its head that doubles as an escape capsule.

●Total Height 23.0m ●Weight 39.5t ●Complete Weight 71.2t
(Armed) Beam Shot Rifle x 1, Beam Tomahawk x 1, Funnel x 6, Beam Saber x 1

GUNDAM DICTIONARY



Axis



After the end of the One Year War, the remnants of the former Zeon forces, defeated by the Federation forces, fled to this asteroid. Seven years later, the planetoid regained its industrial power, was fortified, and became a base for the revival of Zeon. However, during the battle with the Titans, it rammed into the Titans' base, the Gate of Zedan (formerly A Baoa Qu). Since the Haman War, it has been under the control of the Federation government.

Anaheim Electronics Company

This is a military manufacturing company on the moon where the v Gundam was produced. They have produced masterpieces of the Gundam series, such as the Z Gundam and ZZ Gundam, but they have also produced MS for the Neo Zeon side as well as the Federation side.

One Year War

In U.C. 0079, the space colony Side 3, calling itself the Principality of Zeon, waged a war of independence against the Earth Federation government. Char Aznable, nicknamed the "Red Comet," fought a deadly battle on the Zeon side against Amuro Ray, who piloted the original Gundam by pure chance. Defeated in this war, the Principality of Zeon subsequently transitioned to a republic.

A.E.U.G.

A.E.U.G. is an anti-Earth Federation government organization. After the One Year War, this organization opposed the militarism of the Federation, centered around Bright Noah, who had been relegated to a minor position, and Char Aznable, who had obtained a Federation military registration and was calling himself Quattro Bajeena. Later, they welcomed Amuro Ray, who was under the watchful eye of the Federation military as a dangerous person due to his status as a Newtype.

Gryps Conflict

Seven years after the One Year War, the dictatorial organization Titans and its opponent, the AEUG, are fighting. Along the way, Zeon and Haman (Neo Zeon), who had risen to power with the aim of reviving the Titans, join forces in a three-way battle. Later, AEUG's legitimacy is recognized, and their positions are reversed. AEUG then joins forces with the Federation Government to defeat the Titans.

Psycho-Frame

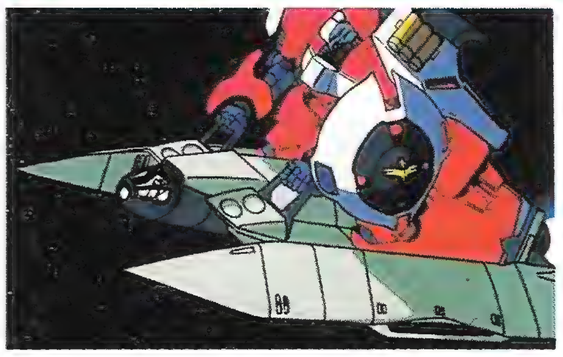
In order to speed up the response of MS, a new material has been used in which a computer chip (psychochip) that detects the pilot's brain waves is sealed into the material surrounding the cockpit at a level comparable to that of metal particles.

The system was incorporated by Anaheim Electronics, the company that manufactured the v Gundam, but in fact the technology was developed by Neo Zeon and deliberately leaked to the Federation by Char.

Psycommu

Abbreviation for Psycho-Communicator. A system that detects and amplifies Newtypes' mental waves to operate beam weapons called funnels. v Gundam was the first Gundam to be equipped with this system.

Shackles



A space mobile suit transport mechanism used by Neo Zeon to counter the Federation's Base Jabber. It is slightly smaller than the Jabber, has a cockpit, and seats one person.

Shock Balloon

Pilot protection system in the MS cockpit. When an impact is applied, a balloon-like airbag is deployed from above the seat by the action of high-pressure gas, cushioning the shock and protecting the pilot. It then automatically retracts.

Sweetwater

An independent colony that serves as the base for the Neo Zeon forces, led by Colonel Char. It was hastily constructed by combining a Principality of Zeon-style closed colony with a standard open colony to accommodate refugees from a past space war, making it an unstable type of colony.

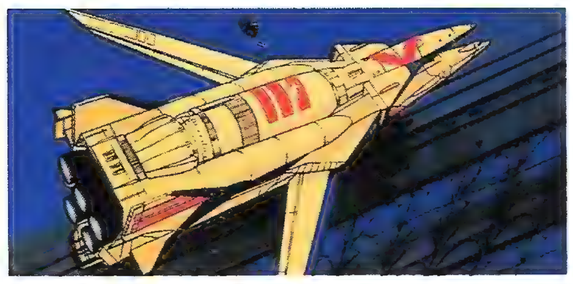
Dummy

In this era of close combat, balloons are used to disrupt targets from enemy attacks during visual combat under Minovsky particles that cause radio interference. They are launched as capsules from mobile suits and spaceships and inflate in the vacuum. They come in a wide variety of sizes and shapes, from those of mobile suits to those of spaceships.

Titans

Seven years after the One Year War, this radical organization has elevated a Zeon remnant hunting unit to an elite unit and risen to power with the backing of the Earth Federation government. They plot to take control of the Earth through the elite, and they fight against the AEUG, which tries to stop them.

Tien Lu



The 40m long multi-stage space shuttle is launched from the ground along rails with a mother ship with variable wings, then the booster is separated and it heads towards its destination.

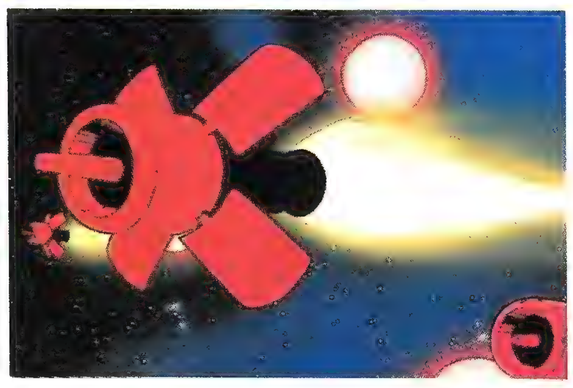
Neo Zeon

After the One Year War, the remaining Zeon forces who escaped formed a new group, with Mineva Lao Zabi (daughter of Dozle Zabi), a descendant of the Zabi family, as their commander. Real power was held by Regent Haman Karn. During the Gryps Conflict, Haman took advantage of the chaos in the Earth Federation government, dispatching emissaries to each colony and sending a large force to the surface. The Federation government ordered the AEUG to suppress them, and the Neo Zeon forces eventually collapsed due to internal conflicts. Char gathered the remaining forces and rebel elements from colonies with a large number of space immigrants from previous wars (such as Sweetwater), and achieved the revival of the new Neo Zeon.

Haman Karn

Her father, Mahajara Khan, inherited the ideology of Zeon Deikun rather than the Zabi family. She united the remaining Zeon forces that had fled to Axis and attempted to revive the organization. She appointed Mineva Zabi (who was actually a double) as commander-in-chief and took real power as regent. At times, she piloted a mobile suit herself and challenged the AEUG and Titans.

Funnel

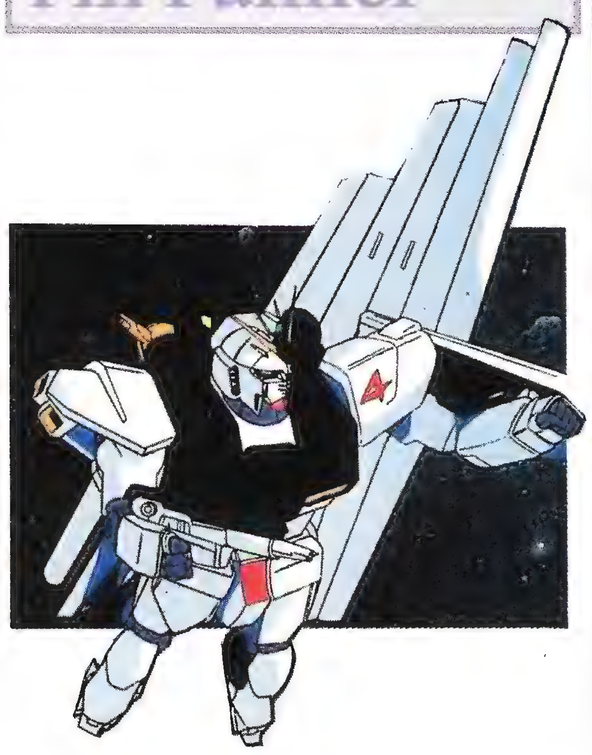


This weapon uses the Psycommu to move multiple laser beam cannons away from the pilot's craft, allowing it to target enemies from multiple directions. It can be controlled without interference from Minovsky particles. It was first used in combat by the Zeon Newtype, Lalah, in the Mobile Armor Elmeth.

5th Luna

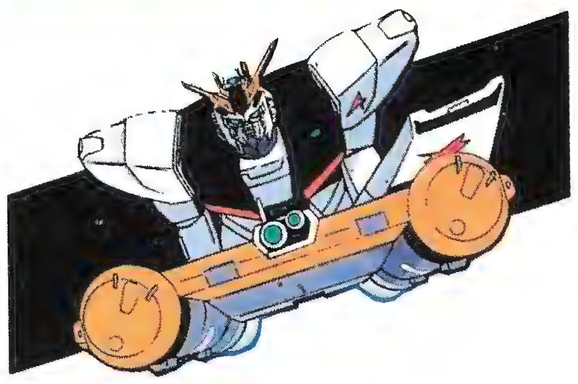
At the beginning of the film, Char attempts to drop an asteroid on Earth. In order to stop it, Amuro confronts Char's Sazabi in the Re-GZ, but the Sazabi boasts overwhelming performance and is no match for it. In the end, the asteroid falls on Lhasa, Tibet, the seat of the Earth Federation government.

Fin Funnel



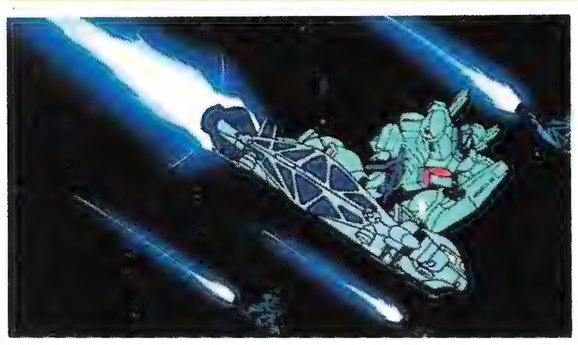
Six funnels designed by Amuro himself are bundled on the v Gundam's back. These funnels are called "fin funnels" because they are feather-shaped, unlike previous funnels. Furthermore, while normal funnels are laser beam cannons, these are mega particle cannons, which have been difficult to miniaturize until now, and they have tremendous power. Furthermore, by surrounding the v Gundam and arranging them in a pyramid shape, they can also function as a barrier.

Booster Pack



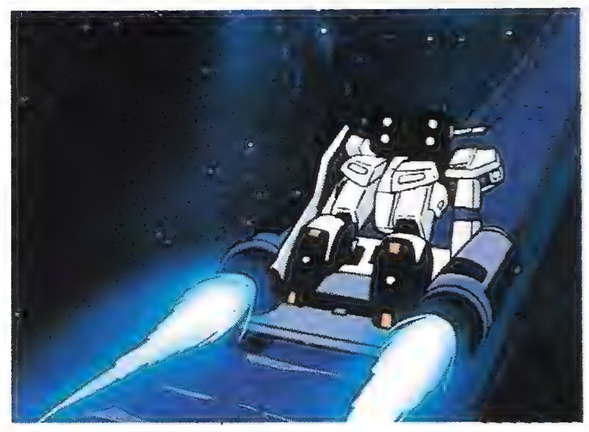
A long-distance transport mecha carrying a Gundam launched by a Mass Driver. It is equipped with the same booster as the Base Jabber, but since it has no cockpit and no pilot, it is either collected and reused upon reaching its destination, or simply discarded.

Base Jabber



A space transport mecha that can carry one or two mobile suits to its destination. It has a cockpit, but can also be operated directly from the mobile suit. For long-distance flights, boosters and drop tanks are attached. It is also called “Geta.”

Mass Driver



A transportation system that uses linear rail guns to launch materials from the low-gravity surface of the moon toward specific targets. This is a less costly method than using a spaceship, but due to the huge G-forces that occur during launch and similar G-forces upon arrival, it is not suitable for transporting humans or animals.

Minovsky Particle

A highly charged particle discovered by Dr. Minovsky in U.C. 0069. It disrupts radio waves and has the ability to interfere with radar.

Medd

A small MS (also known as Petit-Mobile) for simple work that Hathaway bought from a junk dealer on a 50-month loan when he arrived in Londenion.

Luna 2

An asteroid that was brought into the same orbit as the moon for the purpose of building a space colony, it is one of the Federation military bases. Nuclear weapons from the previous century have been stored there, and Char transports them to Axis to use in a meteorite drop.

Londenion

An open-type colony in Side 1. It is also the home colony of the Londo Bell unit. Federal Government representative Adenauer Paraya held peace negotiations with Char.

Londo Bell Squad

A Federation unit whose purpose is to hunt down Neo Zeon, it is mostly made up of former AEUG members. Since there has been no war for a while, the Earth Federation Forces are struggling to maintain their organization, and although they are deploying new mobile suits to this "capable but difficult to handle" unit, they are not willing to provide full support.

Gundam's 10 Years - Tomino's Ani

Going back 10 years from "Char's Counterattack," the idea for "Mobile Suit Gundam" was born in 1978, a time when the film industry was in a slump, television had forgotten its radical appeal, and the video software was still in its infancy.

The way that "Gundam," which was conceived as a robot anime, later rose to become a representative film for young people in Japan is like a success story, but even director Tomino Yoshiyuki did not have such a clear idea of it when he first started planning the project.

"The reason I made Gundam... was because of one honest wish. It wasn't anything grand, but 'Destroy Yamato!' That was it, nothing else." (Animec, April 1, 1980, Rapport Publishing)

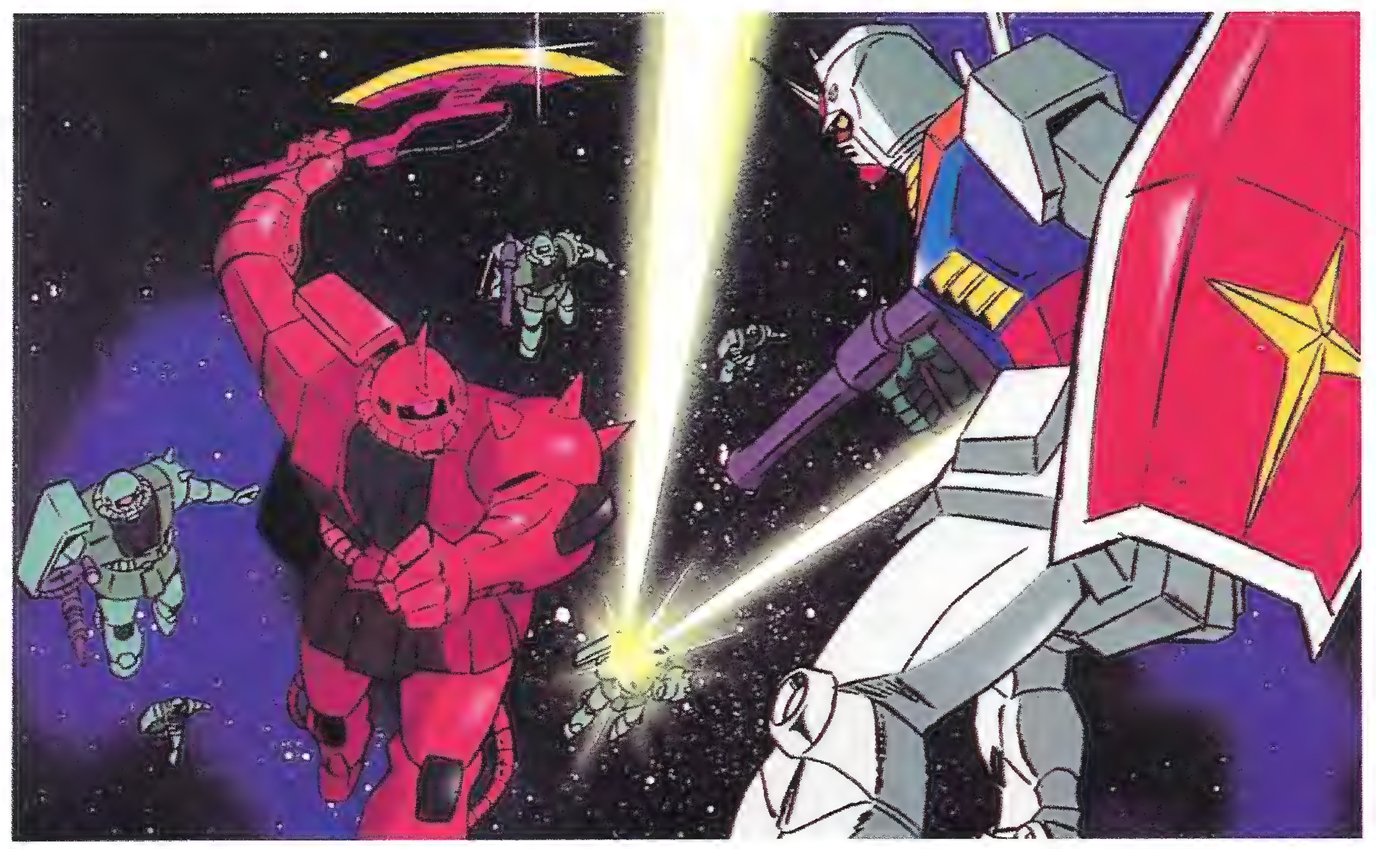
This comment more eloquently expresses the director's feelings at the time. (Those who believe that masterpieces have a lofty theme from the planning stage tend to be overly delusional. Be careful.) But films made with such simple motives are frightening. They are a powerful self-assertion, a desire to attract the attention of people who are looking elsewhere, and to show that they will. This is because the very basis of entertainment film - to surprise the viewer - is subconsciously woven into the film. In other words, it is the feeling that Director Tomino (at the time) had been harboring in his heart for over a decade as an anime director... "Why should something be looked down upon just because it's anime?"

It was the moment when his passion exploded. It was the expression of another desire that he had been steadily focusing on for so many years - to create a work that would be recognized by the world.

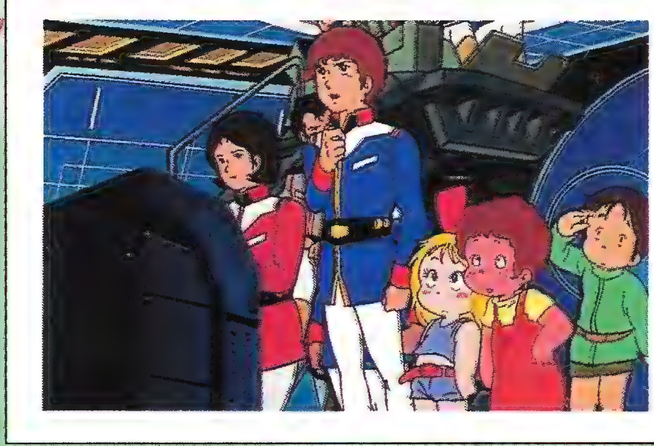
"Those who have a long period of training build up their own knowledge during that time, and are able to prepare for the Kamakura emergency, and they practice this kind of self-training" (Heavy Metal L-Gaim I, Kadokawa Shoten), the director later wrote. The first "Gundam" film was filled with this strange passion, somewhere between ambition and resentment.

A single emotion spreads like a ripple to those who watch. The enthusiasm for "Gundam" spread from television to the feature film, captivating young people, and then, through plastic models, to elementary school students. It was just like a gust of heat wave.

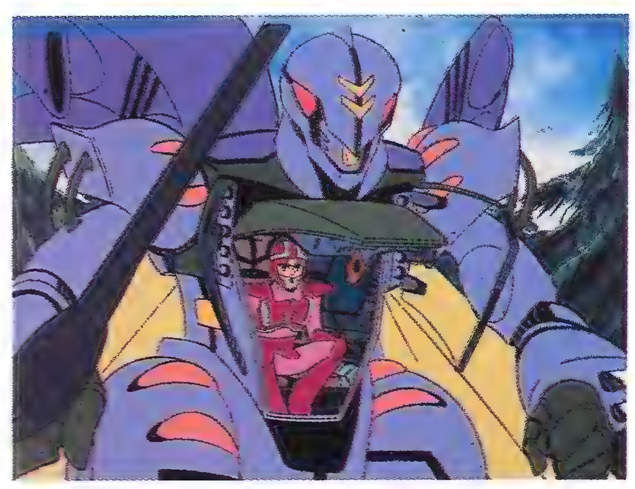
Ten years have passed since the planning of "Gundam," and one thing is clear: many young people have had their lives changed by this "just anime." One young rock musician traded his bass for a pen and became an anime mechanic designer...and more recently, he has transformed into the author of a popular comic. One university student got a job at a toy company sponsored by the company after graduation and is now a



"Mobile Suit Gundam" aired on TV Asahi from April 1979 to 1980. It was so popular with some fans that it was made into a movie in the spring of 1981. The content was so surprising that people wondered, "Can a robot anime be made like this?"

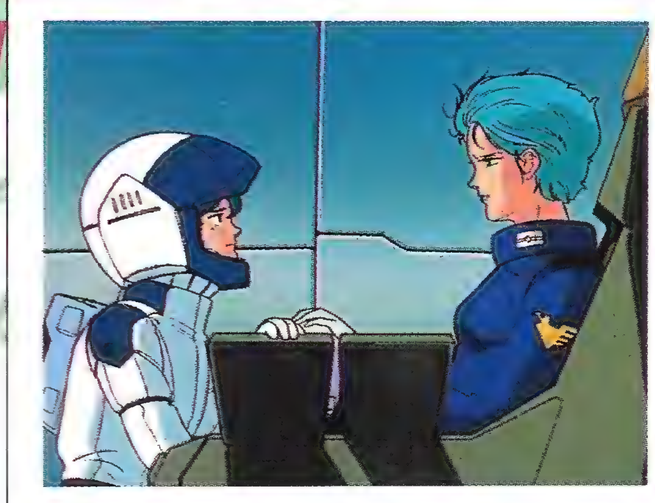


"Mobile Suit Gundam II: Soldiers of Sorrow" was released by Shochiku in the summer of 1981. Compared to the first film, which was a digest of the TV version, the editing skills of this film were significantly improved. The theme song at the end was well-done.



"Aura Warrior Dunbine" aired on TV Asahi from February 1983 to January 1984. It is the work that most strongly reflects Yoshiyuki Tomino's original worldview. In the latter half of the series, due to sponsorship circumstances, the style was completely changed and the series was completed.

"Heavy Metal L-Gaim" aired on TV Asahi from January 1984 to February 1985. The story follows the young hero Daba Mylord in the fictional world of Pentagona World. This marked the debut of popular mecha and character designer Nagano Mamoru.



"Mobile Suit Zeta Gundam" aired on TV Asahi from March 1985 to January 1986. Set in a world seven years after the previous "Gundam" series, this serious, stressful drama unfolds. The love between the main characters, Kamille and Four, is a hot topic.

me Changed My Destiny

Kadokawa Shoten Newtype Editorial Department

Shinichiro Inoue

Famicom expert. One girl, enthralled by Char and Amuro, went on to a career in acting and is now active as a voice actress. It's truly impressive to note that most of the main staff members of "Char's Counterattack" entered the anime world because of the influence of the first "Gundam." Even if they aren't directly involved in the anime industry, there are surely thousands of young people whose careers have been changed by this work.

Yes, what was once a work born out of the grudge of one director has now become the object of the feelings (grudges?) of thousands of people.

I can almost hear Director Tomino's voice saying, "That's my own problem! I don't care if you tell me to take responsibility!" But I can still hear it (even if I cover my ears), as I would never have set foot on the road to editing if it weren't for "Gundam" just like them.

"I can't let my youth end in peace unless I can see an anime that surpasses Gundam and becomes the opinion leader of the next generation!"

"But it's just an anime," they say. Of course, we have real lives (and he does a good job of showing that, doesn't he?), and any kind fan should know that Tomino's works since "Gundam" -- or, more accurately, since "Ideon" -- have been created to kill and save as many people as possible.

But the mood of the times today is one that strongly calls for a work that will be the antithesis of "Gundam." (Just as Gundam was born as the antithesis of Yamato.) If Director Tomino were to aim for something next, it would probably be a work like that.

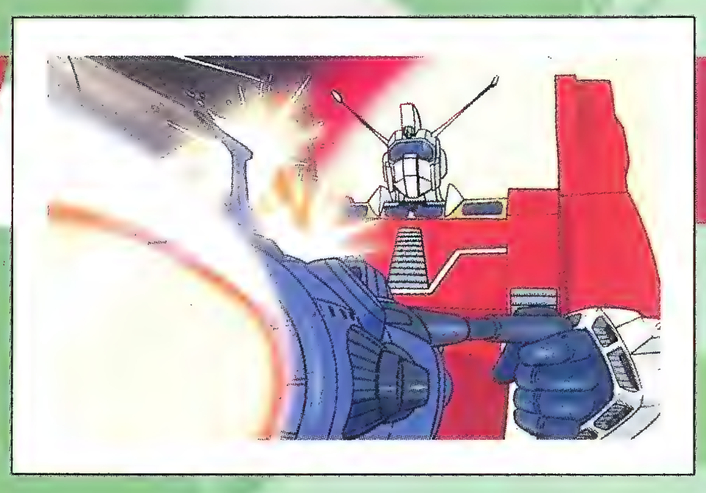
"Gundam" is a work born from a personal obsession. Director Tomino, who felt this more keenly than anyone, has been performing a personal purification ritual over the past few years. He has acted not for himself, but with the aim of revitalizing the entire anime industry, and has created a purification work.

The latest film, "Char's Counterattack," can be said to be the culmination of that approach.

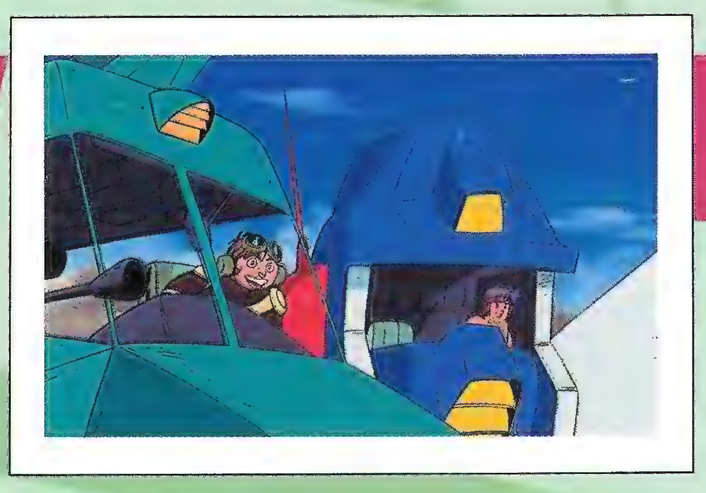
The former "Gundam" emitted an intense light because it was born from resentment,

Will "Char's Counterattack," supported by the message "Let's live a good life together!", surpass it? Or will that be left to the next film? As one of those whose path to Gundam has been changed, I would like to keep watching.

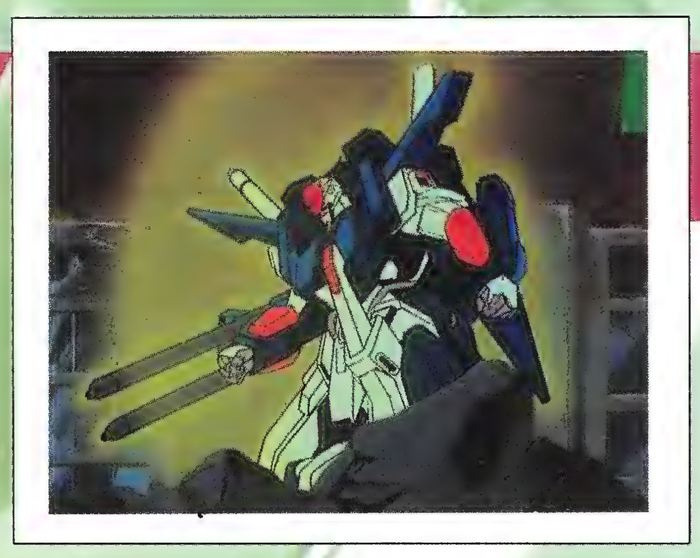
"Mobile Suit Gundam III: Encounters in Space" was released in theaters in the spring of 1982. It was the biggest hit of the Gundam series. Based on the second half of the TV series, it is highly regarded as the most complete work.



"Space Runaway Ideon" aired on TV Tokyo from May 1980 to January 1981. It depicts a battle between different civilizations over the infinite energy Ide. It is a spectacular work that strongly conveys the "karma" of humankind. It was made into a film in the summer of 1982.



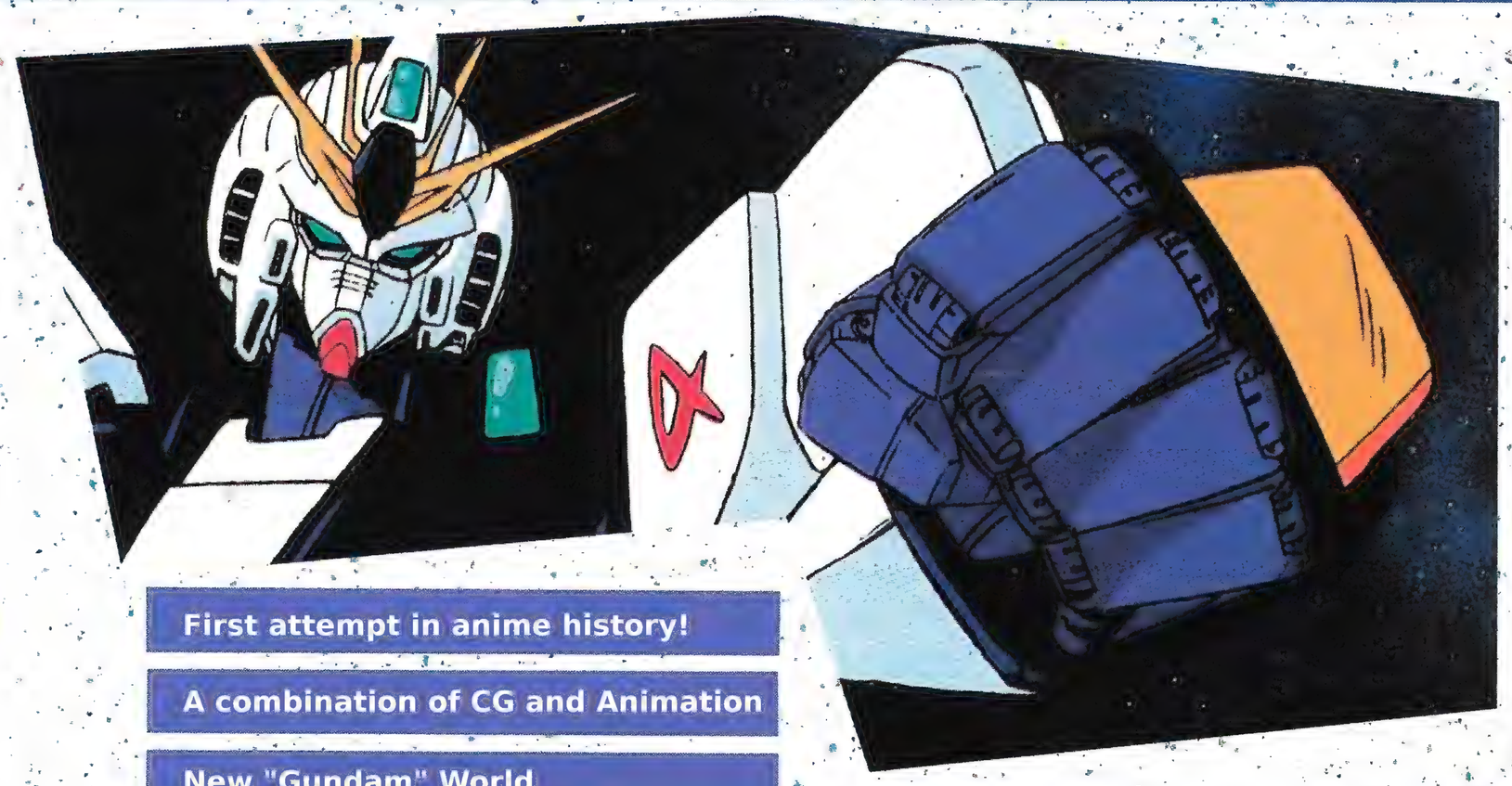
"Combat Mecha Xabungle" aired on TV Asahi from March 1982 to January 1983. The previous director suddenly stepped down, and Director Tomino stepped in as a pinch hitter. The visuals are very lively. It was made into a movie in the summer of 1984.



"Mobile Suit Gundam ZZ" aired on TV Asahi from March 1986 to January 1987. The story continues from "Z Gundam." The main character is 14-year-old Judau Ashta. The Newtype girl Ple is a big hit!

"Mobile Suit Gundam: Char's Counterattack" was released in March 1988. The story is set five years after the end of the TV series. Surprisingly, this was Director Tomino's first original film to direct. In fact, it had been 10 years since the project was first conceived.

PRODUCTION NOTE



First attempt in anime history!

A combination of CG and Animation

New "Gundam" World

"Mobile Suit Gundam: Char's Counterattack," the first completely original Gundam film, will catch the eye of audiences on the largest scale in the series in every sense.

As represented by the total number of 100,000 drawings, not only is the screen production dense, but the unique "Gundam" MS battle scenes also, in some ways, show movements that surpass those of full animation, and the power and sense of scale are worthy of special mention.

Moreover, over the course of the past decade, animation technology has made great strides. Ten years ago, the concept of a space colony was uncommon and merely theoretical, but now it's becoming a reality. It can truly be said that "Gundam" predicted the times. Even so, the film's use of CG (computer graphics), a visual technology that seems commonplace, combined with animation—a first in the history of anime—demonstrates the film's commitment to its craft. While at first glance the scene may seem ordinary (and, conversely, the use of technology is apparent, revealing the pinnacle of technological excellence)—can you discern this effect?

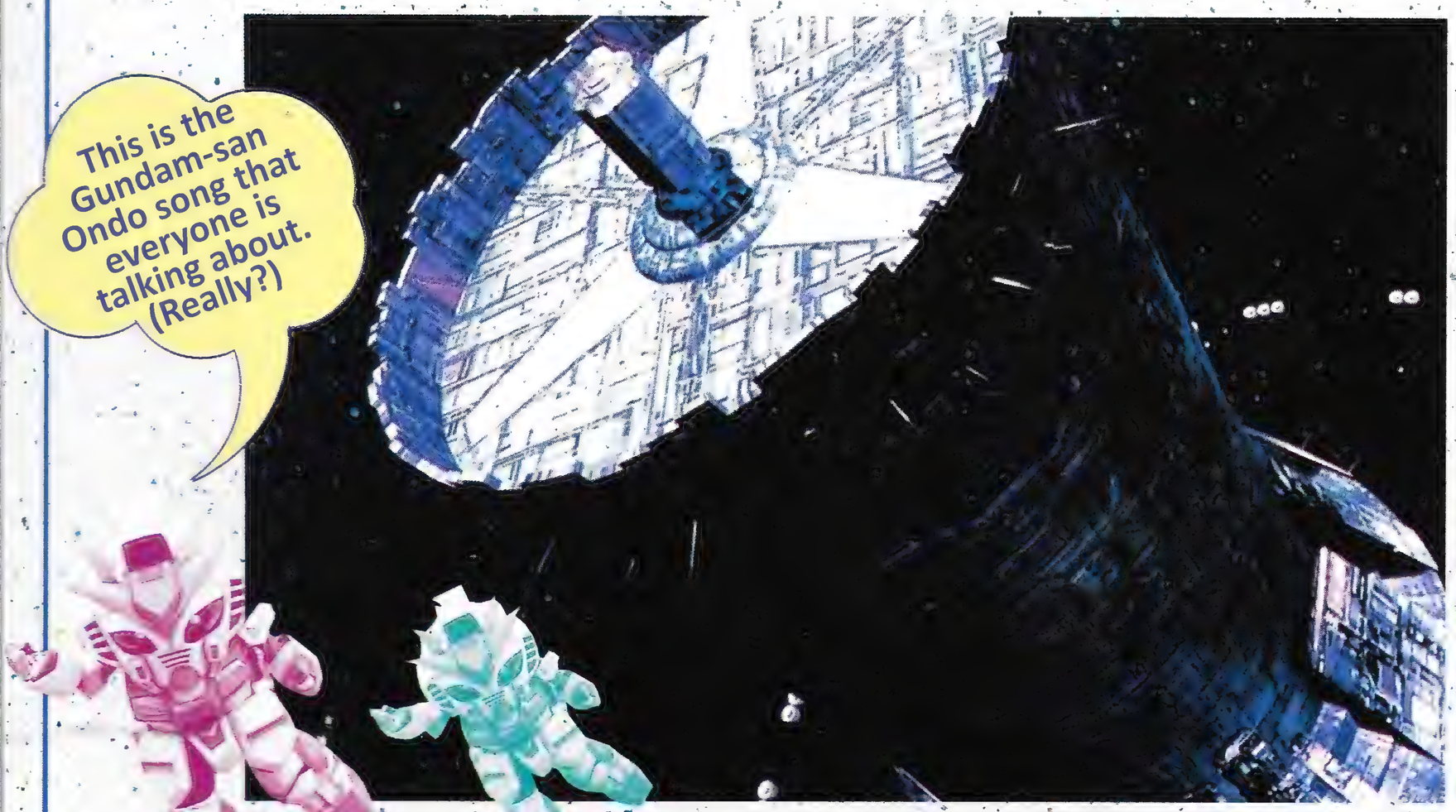
Attention from around the world

Collecting "Gundam"

Syd Mead, who has worked mainly on major American films as a concept designer for films such as "Blade Runner," "2010," and "Alien 2," is a Gundam enthusiast. It is not widely known that he was in charge of the poster for the TV version of "Z Gundam," but the Power Loader piloted by Sigourney Weaver in "Alien 2" and engaged in a deadly battle with the Alien Queen can be said to be a more realistic representation of the Gundam (mobile suit).

James Cameron, who directed "Alien 2" (he also directed "The Terminator"), is also a fan of "Gundam."

Nilo Rodis, who designed the costumes for the Star Wars series, is also known as an avid fan of Japanese anime, and is one of those who has particularly high hopes for Gundam.



SD Gundam

Fake riot

A company that had been manufacturing and selling counterfeit SD Gundams sold in 100-yen vending machines called "gachapon" was discovered and arrested at the end of 1987 after being reported by an elementary school student. This news was widely reported on TV and in the social affairs section of newspapers, so I think many people remember it.

The fact that unscrupulous businesses have been taking advantage of this Gundam is proof of its popularity. However, hats off to the elementary school students who spotted the fakes!

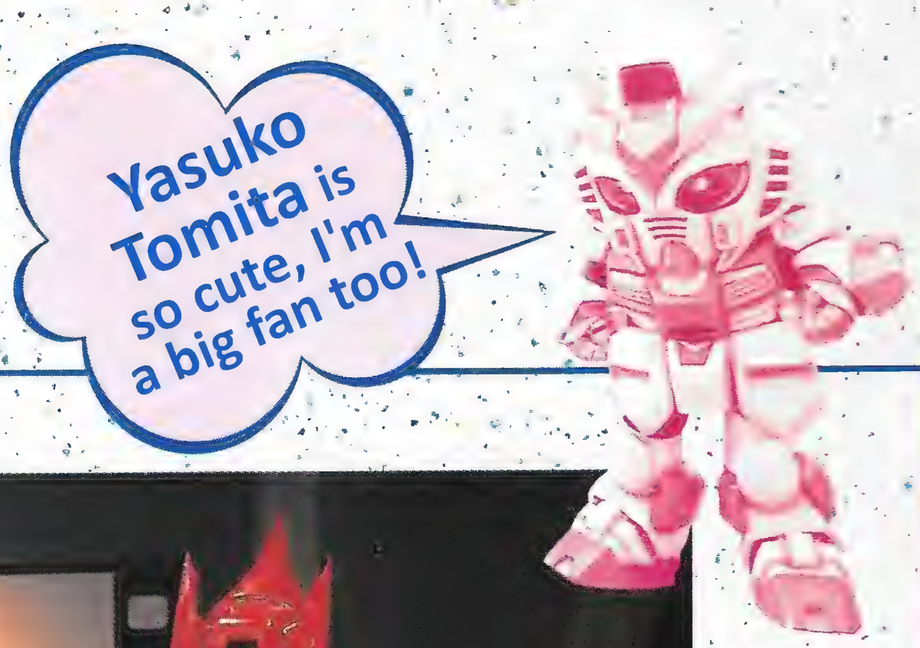
Popular SD Gundam

Appearing in anime!

SD Gundam, familiar from "Gachapon" and the magazine "Comic Bombom," has appeared as an original video, leaving the seriousness of the original behind (produced by Bandai). "SD" stands for Super Deformed, and refers to a character two-heads tall.

This three-part anime features all the familiar characters and melodies from the original work and TV series, making for a hilarious parody experience. Of course, the voice actors are the same as in the original. Another highlight is seeing Amuro, Kamille, and Judau appear together (!?). Another charming aspect of each character is the glimpses they offer of unexpected aspects.

In any case, it's a masterpiece that had fans laughing from start to finish, and there were constant cries of "yes" that they wanted to enjoy it for longer... Three episodes were made, each 8 minutes long, and will be released on video by Bandai.

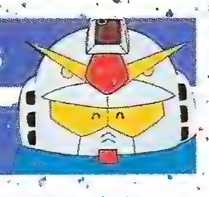


Gundam special program starring Yasuko Tomita

Ahead of the film's release, an emergency special was broadcast on TV Asahi and Nagoya TV. It was a 30-minute special program featuring a stellar cast including Director Tomino, Furuya Toru, Ikeda Shuichi, and Kawamura Maria. The program was hosted by entertainer Tomita Yasuko, who continues to be active in both television and film. Yasuko has been a huge Gundam fan since the TV series, and is particularly an avid fan of Char. There was even a moment when she was overjoyed to meet Ikeda, who played Char... Meanwhile, Furuya, who played Amuro, seemed a little jealous when he saw this...

At the end of the program, Director Tomino presented Yasuko with a Char costume that was custom-fitted to her. This vibrant atmosphere in the studio was transmitted to viewers' homes through the television screen, resulting in significantly high ratings.

10,000 PR team members born nationwide!



To encourage enthusiastic participation in the film, 10,000 "Gundam Promotional Team Members" were recruited from across the country on a first-come, first-served basis. The team leader was director Yoshiyuki Tomino. Qualifications were broad, and anyone who considered themselves a Gundam fan was welcome.

Members were given appointment certificates, membership cards, staff seals, and stickers, and promotional activities were carried out throughout the country, including fan campaigns at schools, contributions to school newspapers, theme song requests, and contributions to magazines.

(According to the man in the unit's office, there were some who only received the perks and didn't participate in any activities.) Even so, it was thanks to them that Nu Gundam became so popular. If you're reading this article, you might be a unit member, too. Thank you, everyone. I'd like to take this opportunity to express my gratitude!

Certificate of Appointment

I hereby assign you to serve as a member of the propaganda force for the anime film Mobile Suit Gundam: Char's Counterattack, which will be released in March 1988.

I hope that you will continue to do your best to spread the word about this film to as many people as possible.

January 1988

Gundam Propaganda Unit Commander

Yoshiyuki Tomino

Gundam, Sazabi Stuffed animals are a big hit!

To promote the film, stuffed toys (SD) of the Nu Gundam and Sazabi were made and played a part in the campaign.

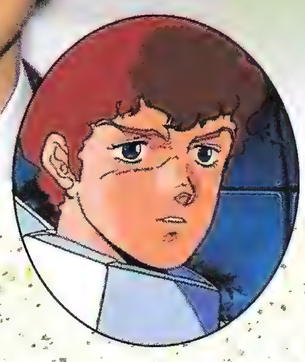
They have appeared as mascots at event venues, the host of model exhibitions, and even appeared on special TV programs, making them very popular characters.

This SD stuffed animal also appeared at magazine and newspaper companies, playing the role of demon slayer on Setsubun in "Heibon Punch," and answering the phone at the desk of "Hochi Shimbun" accompanied by two beautiful girls in leotards. He was a charming and elusive presence, appearing everywhere. However, perhaps due to his two-head-sized body, he had the difficulty of moving with the same amazing movements as in the movie.

Photo provided by Heibon Punch

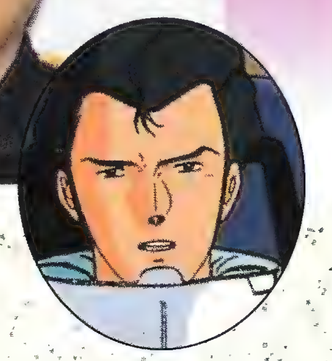
Photo provided by Hochi Shimbun

(All) On second thought, Gundam is the best!



Tôru Furuya
(Amuro Ray)

It's wonderful that the film gives us the dream that humanity can innovate and become a being that can understand each other without words. I also hope that viewers can feel the foolishness of humanity today, who can only understand each other through war.



Hirotaka Suzuoki
(Bright Noa)

Gundam fans seem to be interested in the mecha, but I'm drawn to the human drama. I'm sad that it doesn't involve Mirai.

Fuyumi Shiraishi
(Mirai Yashima)

Although she doesn't appear much this time, it was nice to experience having a proper family in the world of Gundam. As a poor student in real life...

Shûichi Ikeda
(Char Aznable)

It's been nine years since 0079, and this is the culmination of that. Quattro was kind of in hibernation during the Z era, and this time it feels like he's become active again as a reaction to that rest.

Yoshiko Sakakibara
(Nanai Miguel)

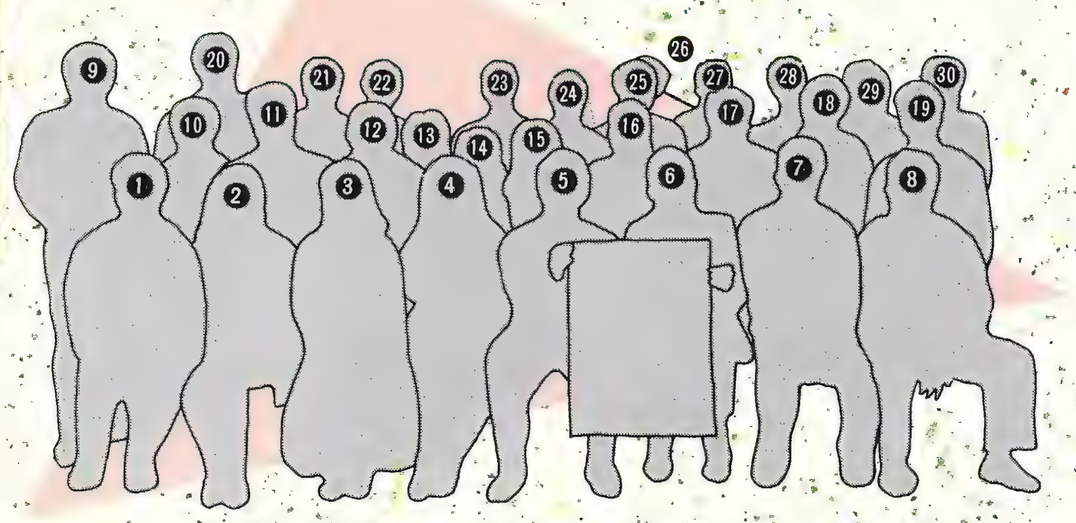
Nanai seems to be the type who blindly loves Char. I'm also the type who blindly loves people, so I just went along with it.

Maria Kawamura
(Quess Paraya)

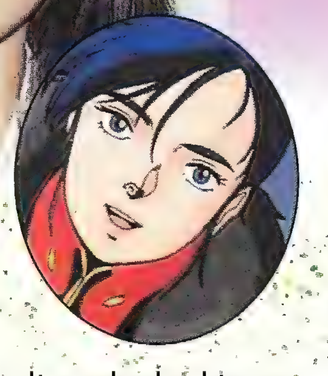
She is a very honest and sensitive child, so I tried my best to convey that feeling and to make sure that the audience would never see her as a selfish or angry child.

MESSAGE MAINCAST

The dubbing for "Mobile Suit Gundam: Char's Counterattack" took place over three days from January 22nd to 24th at Tokyo Television Center Studio 101 in Nihonbashi Hamacho, Tokyo (this studio is also where Sunrise's masterpiece anime "Crusher Joe," "Arion," and "Dirty Pair" were born). The atmosphere was filled with excitement with a cast of over 30 people. Voice actors were reuniting with their characters for the first time in a long time, and new voice actors were also added, and their enthusiasm for the new work was palpable.

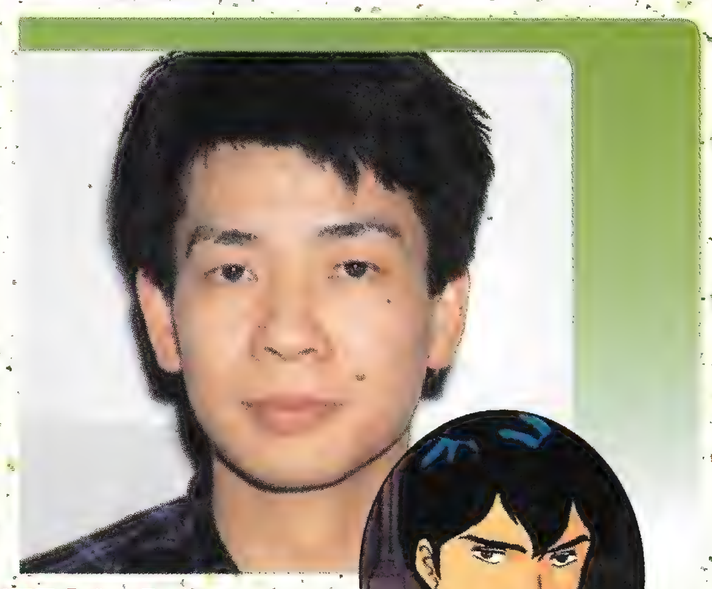


① Tatsuyuki Ishimori
② Yoshiko Sakakibara
③ Mitsuki Yayoi
④ Maria Kawamura
⑤ Tôru Furuya
⑥ Shûichi Ikeda
⑦ Hirotaka Suzuoki
⑧ Yasuo Muramatsu
⑨ Shunsuke Shima
⑩ Hiroyuki Shibamoto
⑪ Kôichi Yamadera
⑫ Yosuke Akimoto
⑬ Kôji Totani
⑭ Kazue Ikura
⑮ Shinobu Adachi
⑯ Tomoko Maruo
⑰ Bin Shimada
⑱ Shingo Hiromori
⑲ Nozomu Sasaki
⑳ Yutaka Shimata
㉑ Masaru Ikeda
㉒ Unshô Ishizuka
㉓ Director Yoshiyuki Tomino
㉔ Masaaki Tsukada
㉕ Mitsuaki Hoshino
㉖ Shunsuke Takamiya
㉗ Akira Murayama
㉘ Shigeru Ushiyama
㉙ Taku Takemura
㉚ Kazuyasu Sogabe



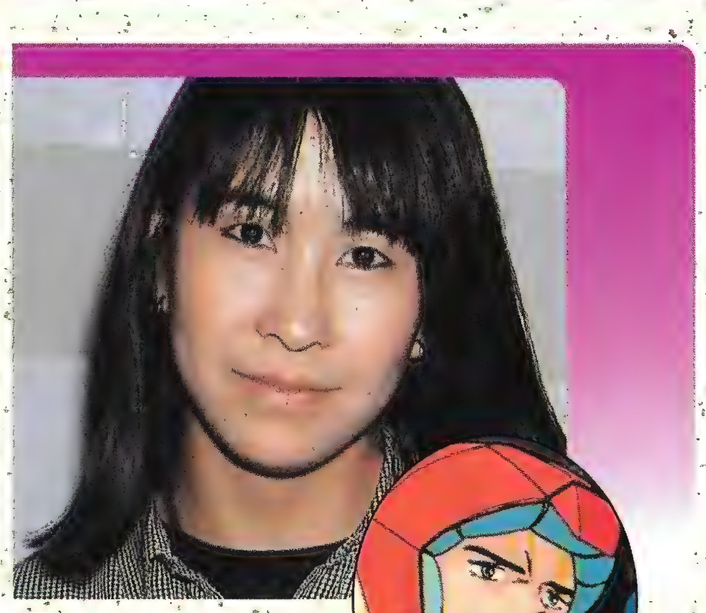
Mitsuki Yayoi
(Chan Agi)

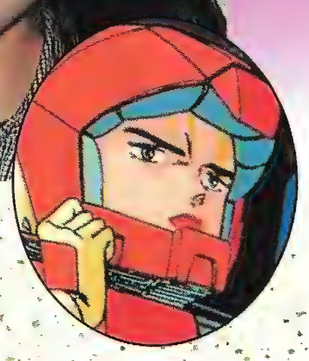
Chan's role was difficult as she had to go back and forth between being a young girl and an adult woman.



Kôichi Yamadera
(Gyunai Guss)

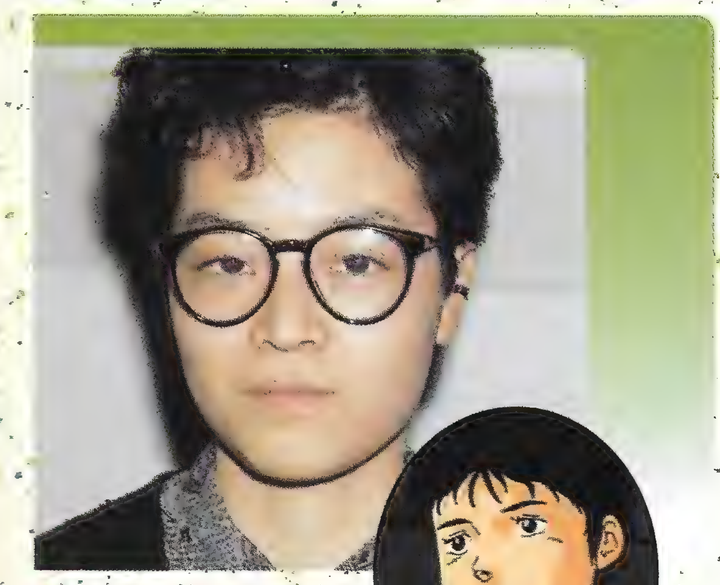
The new character Gyunei is quite sensitive and a new type that is different from anything we've seen before, so it was difficult but rewarding.

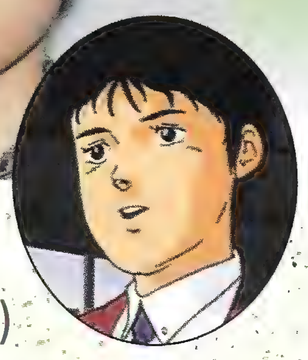




Shinobu Adachi
(Kayra Su)

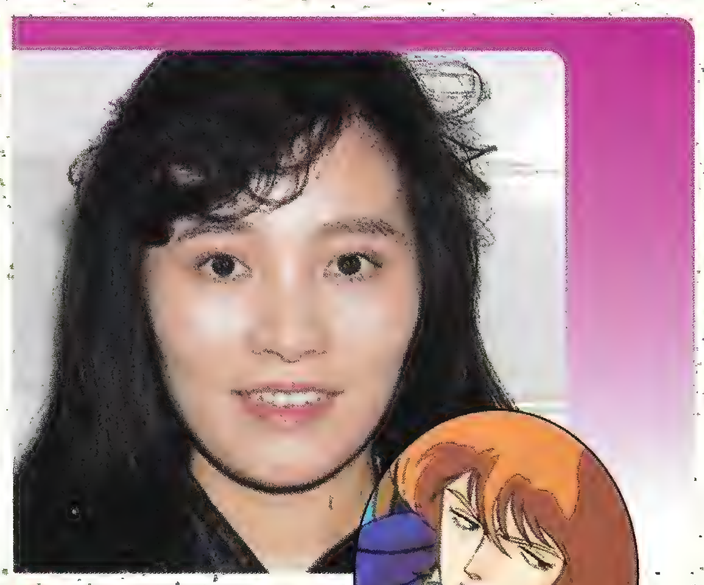
I had a hard time capturing the character's psychology. It was my first time acting in a mecha-related role, and it was also my first time playing such a cool, intelligent character, so I was a bit lost.

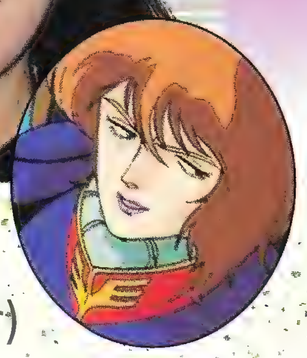




Nozomu Sasaki
(Hathaway Noa)

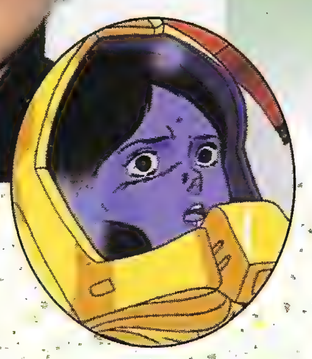
Hathaway has the face of a rich kid, but he also has a shrewd side, so he was perfect for the role.





Kazue Ikura
(Rezin Schnyder)

There are many fighting scenes, so she has the image of a strong woman, but I wanted to be able to show her inferiority complex and servility that is not typical of a Newtype.



Keiko Han
(Lalah Sune)

In the final line, Char says, "Lalah was the woman who would become my mother..." and I think so too. Lalah is a Newtype, so I'm happy to be able to appear again even after her death.

MESSAGE MAINSTAFF

Character Design
HIROYUKI KITAZUME

I struggled somewhat with expressing my own style and a modern portrayal without destroying the image of the characters from the previous work. For example, with regards to Char, I had a lot of back and forth with the director, but there was a big gap between the image I had of him back when I was a viewer and the image the director has of Char in "Char's Counterattack." The same was true for the new character, Quess. It took a while to get a grasp on what Quess should be like.

I was also very inspired by the previous Gundam, and after continuing to work on the TV series "Z" and "ZZ," I decided to take a break from this project, and I hope that this work will inspire and move fans in the same way that we did in the past.

Art Director
SHIGEMI IKEDA

I tried to create a space colony that gives the feeling that it is possible to live a normal life.

Even though it's set inside a colony, I don't want to show a futuristic city, but rather an artificial city where ordinary people can live without feeling frustrated.

Also, regarding the space background, from an artistic standpoint, this time it's film, not television. That's why we can use dark, subtle colors, but the director told me to make it as bright as possible because the story is dark. If we had made the space bright, my art colleagues would have asked what he was doing, so we decided that the computer was making it look bright, and the space seen from the cockpit is very bright. This is a technique we've used since "ZZ Gundam," and it was an idea I came up with.

Mobile Suit Design
YUTAKA IZUBUCHI

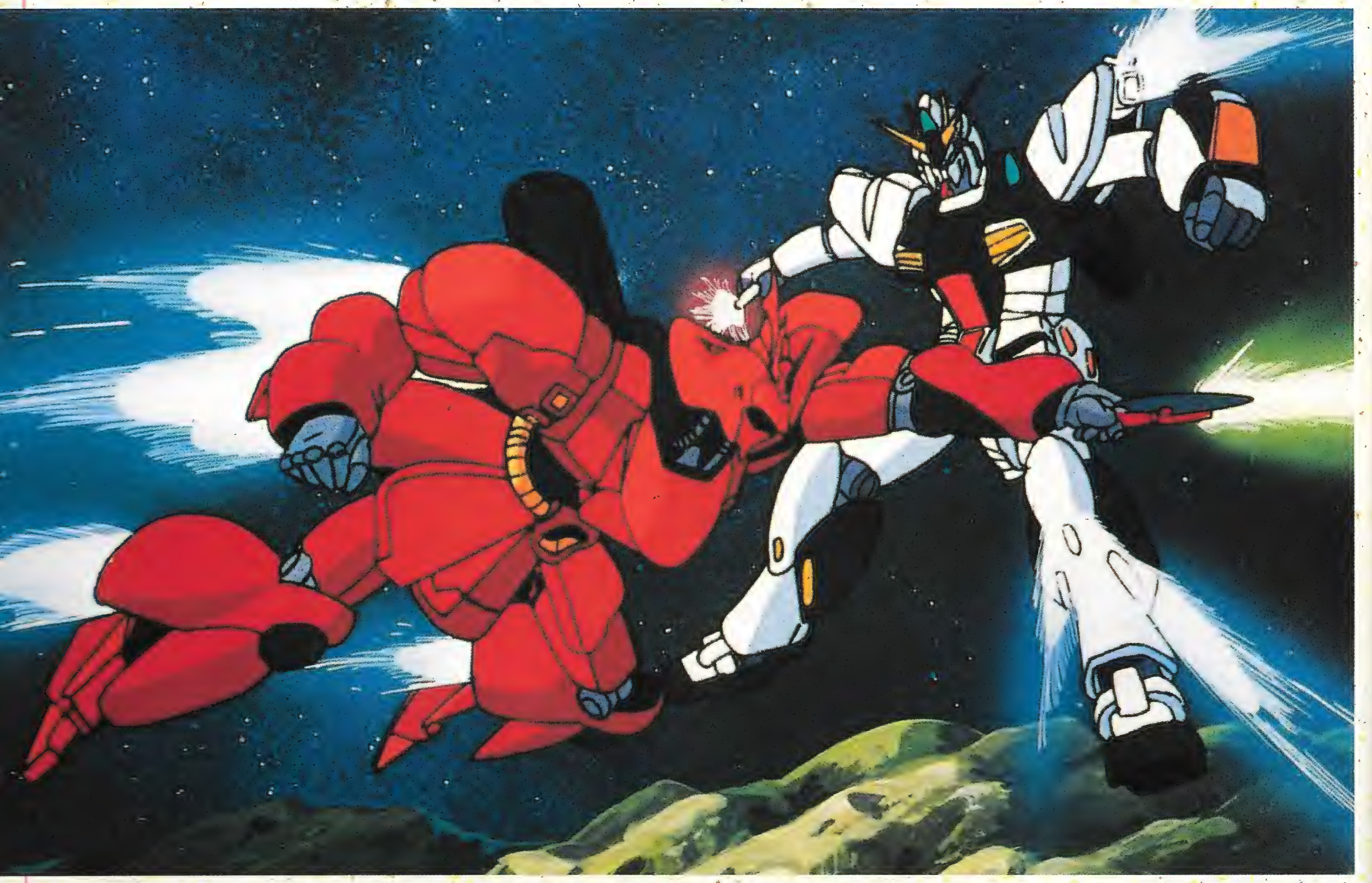
It's quite moving to see a robot anime being released in theaters like this, but there are also things that can only be enjoyed on the big screen, so I hope people will see it for that.

This time I tried to put it together in a very traditional way.

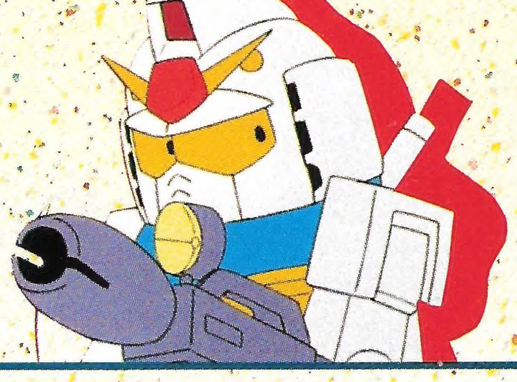
What I paid particular attention to was how to make the amount of information and objects on the big screen act, as well as the texture and the design to make the most of what was permissible on the screen. In other words, it was about mechanics and infantry that wouldn't burden the animation director. The mobile suits were not meant to be seen as showy, but as elements. But they also had to be interesting in terms of silhouette and as characters.

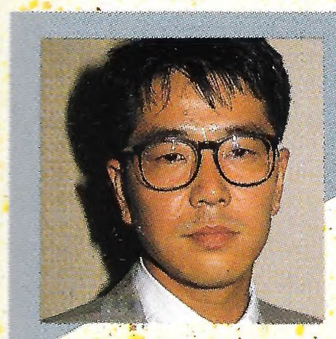
The reason why I chose to make the design line an extension of the old mobile suits is because I didn't want to destroy the world, but rather to create a simple beauty.

Based on that, I've come up with my own answer.



ALL STAFF·CAST





Producer
KENJI UCHIDA

Many of the staff members involved in this film had watched the previous Gundam and entered the world of animation. Naturally, they were all very enthusiastic. However, each of them had their own unique image of what Gundam should be. At first, we started by turning these different images into a new, unified image of Gundam. This was quite a difficult task.

However, through discussions between Director Tomino and each department, such as animation, music, and photography, a unified image gradually emerged. A single image was narrowed down from the chaos. It became a "Gundam movie" filled with fast-paced battle scenes and profound human drama. As expected of Director Tomino!

Music
SHIGEAKI SAEGUSA

This is my third Gundam work, and this time I tried to create an easy-to-understand melody, in other words, a popular one. What's always difficult about Gundam is that it's not clear what is good and what is evil. I think that Amuro and Char are both true in terms of the essence of human beings. So even if you want to create something that's easy to understand with a melody, it's not easy to settle on that. Rather, it's easier to create something that has a clear good and evil.

On the other hand, this Gundam music is not just anime music, but can be described as authentic music that is played in a very straightforward manner. Some people may think it's difficult to create a symphony using a full orchestra, but I tried to create something with a dignified tone (for example, Char's music was inspired by Ludwig, a late Romantic advocate of Wagner), and it's a work I'm confident in.

CAST

アムロ・レイ	古谷　徹
シャア・アズナブル	池田　秀一
ブライト・ノア	鈴置　洋孝
ナナイ・ミゲル	榊原　良子
ミライ・ヤシマ	白石　冬美
クェス・パラヤ	川村万梨阿
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ハサウェイ・ノア	佐々木　望
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レズン・シュナイダー	伊倉　一恵
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ララァ・スン	藩　恵子
アナデウアー・パラヤ	嶋　俊介
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ライル艦長	曽我部和恭
クラップ艦長	石森　達幸
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アンナ	丸尾　知子
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オペレーター	柴本　広之
ジャンク屋	島香　裕
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企画……山浦栄二
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音楽……三枝成章
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原画……スタジオ・ダブ
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佐久間信一
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鈴木克彦　井尻博之
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熊谷浩彦　大平晋也
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加藤義貴　川元利浩
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仲田美歩　近衛真守
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グループどんぐり
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アウベック　スタジオたくらんけ
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スタジオムサシ　サンシャインコーポレーション
スタジオ雲雀　きのこプロダクション
色指定……高島清子
仕上げ処理
前林文恵　前とも子
仕上げ検査
吉森良子　権藤律子
三沢厚子　須藤節子
仕上げ……エムアイ
葛見智子　西岡知保
加瀬結起　佐藤美由紀
小川さよ子　山口勝代
ジャスト
峰崎裕子　堀江明美
海老原明美　小野原浩美
山口明世　中村真弓
仕上げ協力
スタジオビーム　ゼップ
スタジオバウ　シャフト
スタジオMAC　スタジオボギー
スタジオディーン　ヴィレッヂ
特殊効果……千場　豊(マリックス)
タイトル
リスワーク……マキプロダクション
背景……アトリエムサ
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大久保修一　若松栄司
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東潤一　矢島洋一

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音響助手
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井上秀司　住谷真
大谷六良　福島弘治
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設定制作……宮田周治
制作宣伝
井口貴史　渡辺利浩
テーマ曲……「BEYOND THE TIME ～メビウスの宇宙を越えて～」
作詞：小室みつ子／作・編曲：小室哲哉
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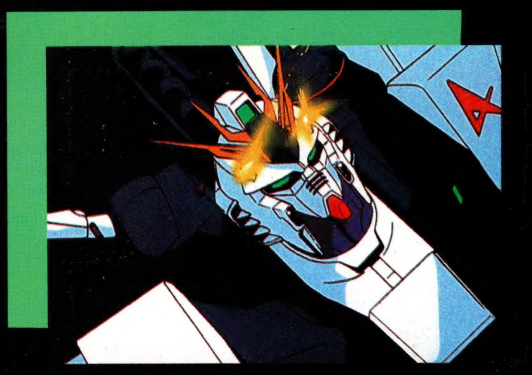

BEYOND THE TIME

Lyrics Mitsuko Komuro ■ Composition Tetsuya Komuro
■ Arrangement Tetsuya Komuro

Song•TM NETWORK

You belong to me. I can't say goodbye
I only wish I could hold you forever.
I belong to you. So I offer up my heart,
trembling as if it's about to burst.

We belong to Earth, Beneath a distant sky,
there shines a star of cobalt blue. From
there sorrow is born, And to there, love will
always return.

Ah... We cannot escape this Möbius loop,
And so we repeat our countless sins.

More than peace, more than freedom, more
than justice— Because you alone are
everything I long for. Even if we're parted,
even if you change, even if I lose sight of
you, Please, don't let your light fade away.
You can change your destiny— Beyond the
flow of time.
You can change your future— Beyond the
reach of darkness.
We can share the happiness we've been
searching for, On the day we can finally
forgive one another.

Guided by a wind we call dreams, Swayed
upon a ship of mistakes.
We belong to Earth. If we can go on living,
Then someday, we will find a day to return.

Ah... I am drawn back into the Möbius
loop, Repeating countless encounters,
Beyond the time.

More than hope, more than ideals, more
than yearning, It was you alone who
grasped the truth. So fleeting, so fierce, and
without deceit— Please, don't avert your
eyes.
You can change your destiny— Beyond the
flow of time.
You can change your future— Beyond the
reach of darkness. We can share the
happiness we've been searching for, For the
days when we once loved each other.
You can change your destiny— Beyond the
flow of time. You can change your future—
Beyond the reach of darkness.

Ah... If I could meet you once again, Let it
be beyond the Möbius sky, Beyond the time.

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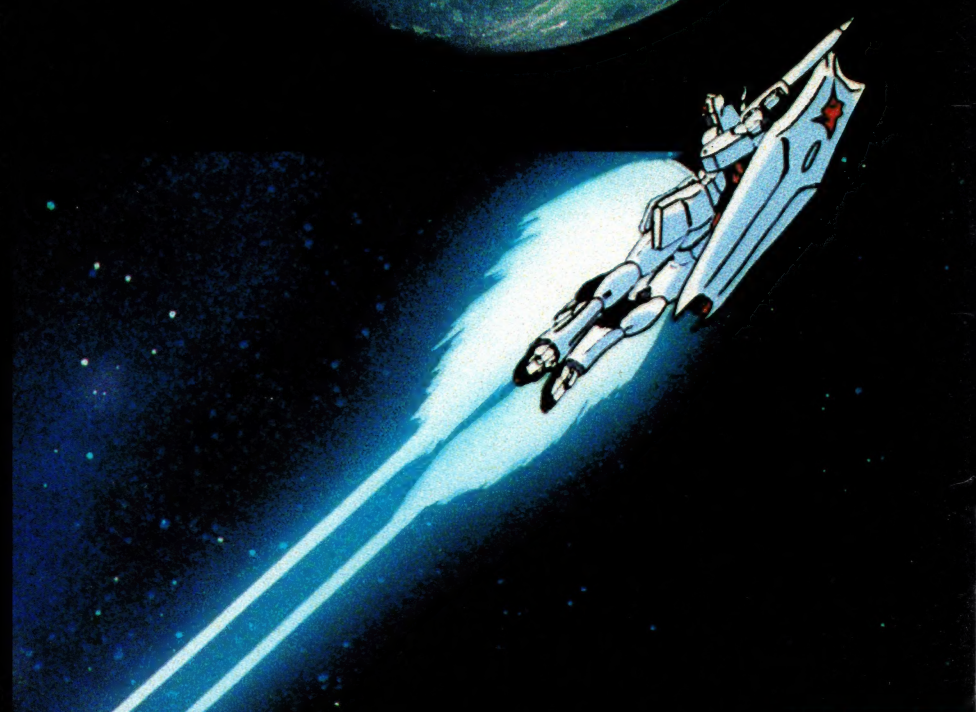
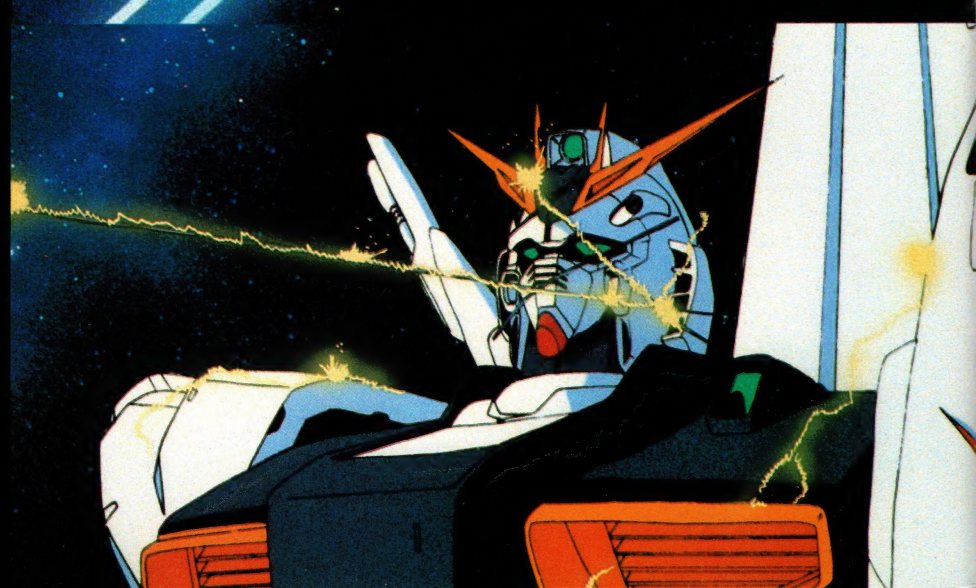
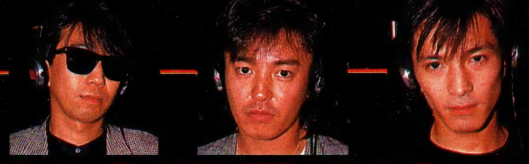






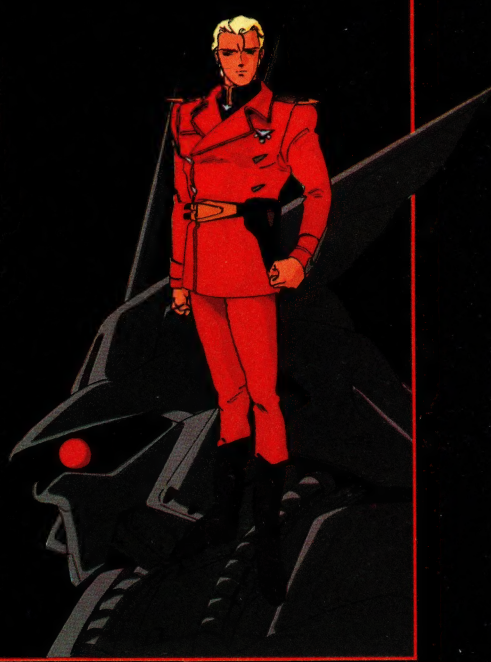
TM NETWORK

Tetsuya Komuro (leader, songwriter, producer, arranger, keyboardist), who had been working as a professional musician since the age of 17, formed the group in 1983 with his friends from his amateur days, Takashi Utsunomiya (lead vocalist) and Naoto Kine (guitar and keyboardist), to realize the musical ideas he had been nurturing for many years. The following April, 1984, they made their record debut with "Friday's Lion" on EPIC Sony. Making full use of computer-controlled synthesizers, the members sang and played freely, heralding the arrival of true new heroes and shocking the music scene.

Since then, he has performed at venues such as the Budokan and Open Theater EAST.

While performing nationwide, primarily through concerts, they continued to produce hits such as "Self Control" and "GET WILD," and made inroads into television and video. They have now become the supergroup with the greatest influence on young people. Their first selection CD, "Gift for Funks," released in July 1987, debuted at number one on the Oricon charts, demonstrating their popularity.

This will be his third time performing the theme song for an anime, following Vampire Hunter "D" (1985) and City Hunter (1987), but his first time performing the theme song for a feature film.



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Open 10:00/Close 18:00 ◆Open all year round

●**Animate Sendai** ☎022(264)0437
Chuo, Sendai City 4-9-8 Watanabe Building 2F
Open 10:00/Close 19.00 ◆Open all year round

●**Animate Osaka** ☎06(628)4573
Abenosuji, Abeno-ku, Osaka 1-3 Yugo Bookstore 3F
Weekdays 9:30~21:00 Holidays 10:00~21:00 ◆Open all year

●**Animate Takatsuki** ☎0726(76)1524
Johokucho, Takatsuki City 2-3-3 Hosoda Building 3F
Weekdays 11:00-19:00 Holidays 10:00-19:00 ◆Open all year

●**Animate Kyobashi** ☎06(352)8864
Katamachi, Miyakojima-ku, Osaka 2-4-6 Uemuro Plaza Building 3F
Weekday 11:00~19:00 Holiday 10:00~19:00 ◆Open all year round

●**Animate Junk** ☎078(391)8155
Sannomiyacho, Chuo-ku, Kobe City 2-11-1207 Sannomiya Center Plaza
Nishikin 2F Open 10:00 / Close 19:00 ◆Open all year round

●**Animate Shinko** ☎0792(88)1323
Ekimaecho, Himeji City 265 Shinko Shobo 3F
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